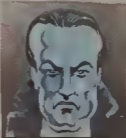




# BOOK OF GAMES

WARNING  
HAVE YOU SEEN  
THIS MAN



HIGHLY DANGEROUS  
WANTED FOR  
TREACHERY



# COMPUTER +VIDEO GAMES

# CONTENTS

A message from  
Ideas Central ...

**HI...**

Melisso Rovenflome, here, co-ordinator of IDEAs Central. Welcome to another superb *Computer+Video Games*

*Book of Games*— 32 pages packed with great listings which you should find great fun. They will help improve your programming skills as well.

*Otiss, Big Red and B-Con* have given the listings a good going over so they should be free of bugs. But if you do have any problems don't hesitate to coll the Bug Hunters.



Page 3 **Treachery Amstrad**

- 14 **Eggs BBC B or Electron**
- 17 **Ski Master Spectrum**
- 18 **Reconnaissance QL**
- 22 **Operation Kristos BBC B**
- 26 **Car Race Atari**
- 29 **Skycapers Amstrad**
- 31 **Low Level CBM 64**

Bluff and bamboozlement are the weapons you'll need to work your way through the world of espionage. Fun in the farmyard as the Farmer Giles has an egg-citing time.

There's no business like snow business as you cope with the ski slopes.

A special treat for QL owners. Car and intelligence will be needed in this game. *Mission Impossible?* Time will tell with this alien adventure.

Squeals on wheels so get into gear for race track action.

A taxing game. *The Inland Revenue* is out to get a lot of money.

Dares in the air as you fly close to the ground and destruction.

# TREACHERY

IT IS THE YEAR 1966 AND THANKFULLY BIG BROTHER IS STILL JUST A DISTANT NIGHTMARE, YET A MENACE JUST AS PERILOUS THREATENS THE WORLD....

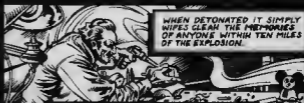
THE SINISTER PROFESSOR SCHWEINSTEIN!



HEHEHEH!

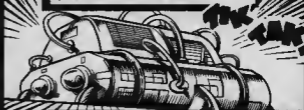
AFTER MANY YEARS OF SECRET RESEARCH, SCHWEINSTEIN SUCCEEDED IN CREATING WHAT COULD BE THE ULTIMATE WEAPON....

A DEVICE HE CALLED THE MINDBOMB!

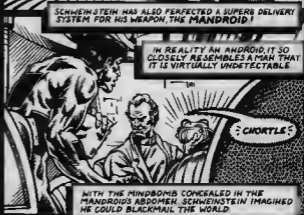


WHEN DETONATED IT SIMPLY WIPE'S CLEAN THE MEMORIES OF ANYONE WITHIN TEN MILES OF THE EXPLOSION.

EVEN WHEN IT IS DOING NOTHING, IT HAS A TENDENCY TO CAUSE RANDOM OUTBREAKS OF AMNESIA FOR MILES AROUND!



SCHWEINSTEIN HAS ALSO PERFECTED A SUPERB DELIVERY SYSTEM FOR HIS WEAPON, THE MANDROID!



IN REALITY AN ANDROID, IT SO CLOSELY RESEMBLES A MAN THAT IT IS VIRTUALLY UNDETECTABLE.


CHORTLE!

WITH THE MINDBOMB CONCEALED IN THE MANDROID'S ABDOMEN, SCHWEINSTEIN IMAGINED HE COULD BLACKMAIL THE WORLD.

HOWEVER, JUST AS HIS CREATION WAS COMPLETE, AN ACCIDENT OCCURED AND SCHWEINSTEIN BECAME THE FIRST VICTIM OF HIS OWN WEAPON....



HE FORGOT EVERYTHING.



HE FORGOT ABOUT THE MANDRAKO AND ITS HOMING BEACON....

ДУМННННН?

HE FORGOT ABOUT THE MINOBOMB AND ITS REMOTE FIRING BUTTON....

HE EVEN FORGOT ABOUT HIS TWO HOLLOW TEETH, WHICH CONTAIN THE AMNESIA ANTIDOTE AND THE ENTIRE HISTORY OF HIS RESEARCHES ON MICRO-DISK

HE ALSO FORGOT ABOUT THE BLACKMAIL LETTERS HE SENT TO THE BRITISH AND THE SOVIETS

00#17x!

NOW MI6 AND THE KGB ARE SEARCHING DESPERATELY FOR SCHWEINSTEIN, HIS FIRING BUTTON AND HIS HOMING BEACON.

SCHWEINSTEIN IS A BROKEN MAN, ROAMING THE URBAN WILDERNESS IN SEARCH OF HIS LOST IDENTITY....

SNIFF  
KOFF!

WHOEVER FINDS HIM FIRST WILL HAVE PULLED OFF A TREMENDOUS INTELLIGENCE COUP

MEANWHILE THE MANDRAKO IS WANDERING ACROSS EUROPE!

THEY KNOW WHICH CITY IT IS IN AT ANY ONE TIME BY THE INCREASED INCIDENCE OF AMNESIA, BEYOND THAT THEY CAN GO NO FURTHER IN TRACKING IT DOWN.



WHICHEVER SIDE GAINS CONTROL OF THE HOMING BEACON AND FIRING BUTTON WILL FIND IT EASY TO WIPE OUT THE ENEMY'S INTELLIGENCE NETWORK COMPLETELY....

LONDON AND MOSCOW ARE IN DANGER OF LOSING THEIR MINDS.

# TREACHERY

Treachery is a trichy heinous act the best of times and you can be sure that the "friend" you are playing will be doing his worst to double-cross you. Bluff and bamboozlement are the weapons to use. A howling smile or a subtle twitch of an eyebrow as you read through your agents' reports can be enough to send your opponent into a frenzied peck. But beware! He won't start tearing his hair out. He'll just nod calmly at you as if to say: "Too, you've fallen for my trap."

## LESSON ONE: IT'S FOR YOU-HOO!

Sending, receiving and intercepting messages is the key to success in Treachery. No self-respecting spy-master forgets that every order he sends and every report he receives may have been intercepted on route by the enemy and a clever spy-master uses this fact to his advantage.

Only a real traitor will betray your messages to the enemy and that betrayal will result in a message reporting interception to enemy HQ. With any luck, one of your agents will himself intercept the message of interception and report it back to your HQ. You then discover the identity of the traitor in your midst and you also know that your intercepting agent can be completely trusted. If he really belonged to the enemy, he would never have sent in an interception report.

So, in the early stages, it's a good idea to send orders by the longest routes possible in the hope that they get intercepted. At the same time, you should call in reports by the shortest and safest routes back to HQ since they may carry information you definitely don't want betrayed to the enemy.

## LESSON THREE: A SNEAK IN TIME SAVES NINE

Above all, you must be sneaky. Not only is it vital in winning the game, it's also great fun! How sneaky you can be depends on the calibre of your opponent — it's no use employing tortuously subtle ruses against a blockhead — but it always offers rewarding opportunities for creative thinking.

One of my favourites is to send orders to an agent to kill your own Master Spy but to send them by an

incomplete route so that they never actually arrive! You make sure, however, that the route includes a traitor who will betray your orders to the enemy. Your opponent immediately gets the impression that you have discovered one of his triple agents and have decided to eliminate him. He never suspects for one moment that you would kill your own Master Spy and now believes he knows an agent he can trust!

## LESSON TWO: THE BEST MOLES STAY UNDERGROUND

Until you have some idea of which agents are to be trusted, the best action is no action. If you use your agents James Bond fashion and leave a trail of dead bodies across Europe, you are very likely to lose the game. Your own agents become prominent targets, you waste time that can be more profitably spent gathering information and you are quite likely to bump off someone who is not an enemy agent.

Don't forget that even enemy agents can be very useful so long as you know who they are. They will be gathering information too — intercept and use to your own advantage.

Relocating an agent in a different city should only be done of necessity — you waste valuable spying opportunities and you might, in fact, be moving an enemy double-agent to a better position! Instead, the first few turns should be spent making

innumerable "searches" in the cities where you have agents. Soon you will build up a working knowledge of who to trust. Only then should you begin to think about new stations for your agents.

A vital task is to establish secure routes for your orders and reports by moving men you know you can rely on into gaps or suspect links in your communications.

Appropriately enough, Berlin, notorious for its wealth of spies, is a key centre for routing messages through. Without a man in Berlin, your flexibility in sending orders and calling in reports is severely limited and it is the one place where you might allow yourself the luxury of eliminating the opposition once and for all.

Another essential task is to make sure you have a trusted mole close to or in the enemy HQ, ready to intervene if the opposition finds Schweinstejn first and makes a hash for home.

## LESSON FOUR: DON'T PANIC

Never lose your cool. Rushing into action with all guns blazing is a tempting recourse during a crisis but calm, logical thinking will usually find a quiet solution to the problem. Remember, it is Smiley, not Bond, who wins at Treachery.

# TREACHERY

```

20 *****
20 REM ** TREACHERY **
30 *****
40 ** Converted From Spectrum **
50 ** & Commodore Listings in **
60 ** Computer & Video Games **
70 *****
80 CLEAR
90 MOVE 1
100 WINDOW#1,11,37,5,22:PAPER#1,0
110 ON ERROR GOTO 7750
120 GOTO 3420
130 ' *****
140 REM ** Print Message Sheet **
150 ' *****
160 CLS#1
170 PLOT 158,335,2 DRAW# 438,0:DRAW# 0:-
294 DRAW# -438,0:DRAW# 0,294
180 PEN 1
190 RETURN
200 ' *****
210 REM ** Start of Turn Page **
220 ' *****
230 CLS:CLS#1:x=3:y=2:GOSUB 2940
240 PLOT 1,1,1 DRAW 1,399 DRAW 639,399:D
RAW 639,1 DRAW 1,1
250 GOSUB 160
260 FOR k=1 TO 3
270 LOCATE#1,4,1+k:PRINT#1,t$(k)
280 NEXT
290 LOCATE#1,5,5:PRINT#1,P$(P,1)
300 LOCATE#1,2,7:PRINT#1,"OPERATIONAL FI
LE"
310 LOCATE#1,2,9:PRINT#1,"REF: ",P$(P,2)
)
320 LOCATE#1,2,11:PRINT#1,"Heidelberg Sc
hweinstein"
330 LOCATE#1,2,13:PRINT#1,"GRADE 1 ACCES
S ONLY"
340 LOCATE#1,2,15:PRINT#1,"Enter Cleanan
ce Code"
350 LOCATE#1,2,17:PRINT#1,STRING$(6,210)
360 SOUND 7,200,25,5
370 c$="" FOR k=1 TO 6
380 k$=INKEY$:IF k$="" THEN 380
390 IF k$="a" OR k$="z" THEN GOTO 380
400 k$=CHR$(ASC(k$)-32):c$=c$+k$
410 LOCATE#1,1+k$,17:PRINT#1,k$
420 IF INKEY$="" THEN 420
430 NEXT IF day=3 THEN G$(P)=c$
440 IF c$>99:P THEN LOCATE#1,9,17:PRIN
T#1,"IS INCORRECT".SOUND 7,1000,25,5,0,0
,7 FOR k=1 TO 1000:NEXT LOCATE#1,9,17:PR
INT#1," " GOTO 350
450 RETURN
460 ' *****
470 REM ** End of Page **
480 ' *****
490 LOCATE#1,2,17:PRINT#1,CHR$(24)," KEY
COPY OR RETURN ",CHR$(24)
500 SOUND 7,200,25,5
510 IF INKEY$(18)>1 THEN GOTO 550
520 IF INKEY$(9)<-1 THEN 540
530 GOTO 510
540 LOCATE#1,2,17:PRINT#1,"
" GOSUB 7620
550 RETURN
560 GOSUB 160
570 LOCATE#1,2,2:PRINT#1,P$(P,1)," DAY",
day
580 LOCATE#1,2,3:PRINT#1,"INCOMING REPOR

```

```

T"
590 LOCATE#1,2,5:PRINT#1,"PRESS KEY FOR
YOUR AGENT"
600 k$=INKEY$:IF k$="" THEN 600
610 IF k$="" THEN RETURN
620 IF k$="a" AND k$="z" THEN a$=ASC(k
$)-96 GOTO 650
630 IF k$="0" AND k$="9" THEN a$=ASC(k
$)-21 GOTO 650
640 GOTO 600
650 IF ASC(k$(a$,4))=0 THEN GOTO 610
660 orank=ASC(CHR$(a$,P+1))
670 erank=ASC(CHR$(a$,4-P))
680 IF orank>erank AND ASC(MID$(F$(1,a)
,5,1))>0 THEN 720
690 LOCATE#1,2,7:PRINT#1,CHR$(24)," NO R
EPORT IS AVAILABLE ",CHR$(24)
700 FOR k=1 TO 500 NEXT
710 GOTO 560
720 IF ASC(MID$(F$(1,a),2,1))=0 THEN 78
0
730 m1=ASC(MID$(F$(1,a),2,1))
740 m5=ASC(MID$(F$(1,a),3,1))
750 m6=ASC(MID$(F$(1,a),4,1))
760 F$(1,a)=LEFT$(F$(1,a),1)+CHR$(0)+M
ID$(F$(1,a),3)
770 GOTO 820
780 m1=17:IF ASC(LEFT$(F$(1,a),1))>1 TH
EN m1=16
790 m5=ASC(MID$(F$(1,a),6))
800 m6=0
810 F$(1,a)=LEFT$(F$(1,a),5)+MID$(F$(1
,a),7,8)+RIGHT$(F$(1,a),1)
820 m2=a$
830 m3=p$
840 m4=day-1
850 F$(1,a)=LEFT$(F$(1,a),4)+CHR$(ASC(
MID$(F$(1,a),5,1))-1)+MID$(F$(1,a),6)
860 m9=CHR$(m1)+CHR$(m2)+CHR$(m3)+CHR$(m
4)+CHR$(m5)+CHR$(m6)
870 from=ASC(CHR$(a$,1))
880 type=1 IF P=2 THEN de=25 ELSE de=18
890 LOCATE#1,2,5:PRINT#1,"
"
900 LOCATE#1,2,5:PRINT#1,x$(a$)," TO ",M
ID$(P$(P,1),5):GOSUB 2360
910 IF k$="N" THEN GOTO 560
920 ne=stack-1 md=3
930 GOSUB 160
940 LOCATE#1,2,2:PRINT#1,P$(P,1)," DAY",
day
950 LOCATE#1,2,3:PRINT#1,"INCOMING REPOR
T"
960 IF e=1 THEN LOCATE#1,2,5:PRINT#1,"RE
PORT HAS BEEN SENT BUT" LOCATE#1,2,6:PR1
NT#1,"IT HAS NOT BEEN RECEIVED" GOTO 490
970 y=4 GOSUB 1020
980 GOTO 490
990 ' *****
1000 REM ** Decode Message **
1010 ' *****
1020 m1=ASC(LEFT$(S$(md,ne),1))
1030 m2=ASC(MID$(S$(md,ne),2,1))
1040 m3=ASC(MID$(S$(md,ne),3,1))
1050 m4=ASC(MID$(S$(md,ne),4,1))
1060 m5=ASC(MID$(S$(md,ne),5,1))
1070 m6=ASC(MID$(S$(md,ne),6,1))
1080 LOCATE#1,2,y:PRINT#1,STRING
$(25,255):PEN#1,1:y=y+1
1090 IF m1<10 THEN LOCATE#1,2,y:PRINT#1,
MID$(P$(m3,1),5)" TO ",x$(m2)

```

```

110
111
112
113
114
115
116
117
118
119
120
121
122
123
124
125
126
127
128
129
130
131
132
133
134
135
136
137
138
139
140
141
142
143
144
145
146
147
148
149
150
151
152
153
154
155
156
157
158
159
160
161
162
163
164
165
166
167
168
169
170
171
172
173
174
175
176
177
178
179
180
181
182
183
184
185
186
187
188
189
190
191
192
193
194
195
196
197
198
199
200

```

```

1100 IF m1>9 THEN LOCATE#1,2,y-PRINT#1,x
*(m2)," TO ",MID$(P$(m3,1),5)
1110 y=y+1
1120 ON m1 GOSUB 1170,1190,1190,1200,122
0,1230,1250,1260,1270,1290,1300,1320
1130 IF m1>12 THEN ON (m1-12) GOSUB 1340
,1360,1380,1390,1420
1140 y=y+1
1150 LOCATE#1,2,y-PEN#1,3 PRINT#1,STRING
$(25,255) PEN#1,1
1160 RETURN
1170 LOCATE#1,2,y-PRINT#1,"Go to ",u$(m5
)>-RETURN
1180 LOCATE#1,2,y PRINT#1,"Kill ",x$(m5)
RETURN
1190 LOCATE#1,2,y PRINT#1,"Search ",u$(m
5)-RETURN
1200 LOCATE#1,2,y PRINT#1,"Steal ",r$(m5
)>-y=y+1
1210 LOCATE#1,2,y PRINT#1,"From agent ",
x$(m6)-RETURN
1220 LOCATE#1,2,y PRINT#1,"Hide ",r$(m5)
RETURN
1230 LOCATE#1,2,y PRINT#1,"Transfer ",r$(
m5)-y=y+1
1240 LOCATE#1,2,y PRINT#1,"To agent ",>x
(m5)-RETURN
1250 LOCATE#1,2,y PRINT#1,"Change status
to ",x$(m5)-RETURN
1260 LOCATE#1,2,y PRINT#1,"Switch HOMING
-BEACON ",o$(m5) RETURN
1270 LOCATE#1,2,y PRINT#1,"Explode MIND-
BOMB" RETURN
1280 LOCATE#1,2,y PRINT#1,r$(m5)," captu
red" y=y+1
1290 LOCATE#1,2,y PRINT#1,"in ",u$(m6) R
ETURN
1300 LOCATE#1,2,y PRINT#1,r$(m5)," locat
ed" y=y+1
1310 LOCATE#1,2,y PRINT#1,"in ",u$(m6)-R
ETURN
1320 LOCATE#1,2,y PRINT#1,"SCHNEINSTEIN
was seen on" y=y+1
1330 LOCATE#1,2,y PRINT#1,"DAY",m5,"in "
,u$(m6) RETURN
1340 LOCATE#1,2,y PRINT#1,"I have got ",
r$(m5) y=y+1
1350 LOCATE#1,2,y PRINT#1,"From " x$(m6)
RETURN
1360 LOCATE#1,2,y PRINT#1,"I have not go
t" y=y+1
1370 LOCATE#1,2,y PRINT#1,r$(m5) RETURN
1380 LOCATE#1,2,y PRINT#1,"Goods have be
en stolen" RETURN
1390 LOCATE#1,2,y PRINT#1,"Message stopp
ed on DAY",m4,y=y+1
1400 IF m4=1 THEN LOCATE#1,2,y-PRINT#1,"
Contents not available" RETURN
1410 m4=m5-m4=m4-1 GOSUB 1020 RETURN
1420 LOCATE#1,2,y PRINT#1,"Message Pass
ed on DAY",m4,y=y+1
1430 IF m4=1 THEN LOCATE#1,2,y PRINT#1,"

```

```

1500 LOCATE#1,2,6-PRINT#1,"PRESS KEY FOR
YOUR AGENT"
1510 k$=INKEY$ IF k$="" THEN 1510
1520 IF k$="" THEN RETURN
1530 IF k$="x" AND k$="z" THEN m2=ASC(
k$)-96 GOTO 1560
1540 IF k$="0" AND k$="9" THEN m2=ASC(
k$)-21 GOTO 1560
1550 GOTO 1510
1560 IF ASC(m2,4)=0 THEN 1510
1570 LOCATE#1,2,7 PRINT#1,MID$(P$(P,1),5
)," TO ",x$(m2)
1580 LOCATE#1,2,8 PRINT#1,"KEY 1 Go to
city"
1590 LOCATE#1,2,9 PRINT#1,"KEY 2 Kill a
gent"
1600 LOCATE#1,2,10 PRINT#1,"KEY 3 Searc
h city"
1610 LOCATE#1,2,11 PRINT#1,"KEY 4 Steal
object"
1620 LOCATE#1,2,12 PRINT#1,"KEY 5 Hide
object"
1630 LOCATE#1,2,13 PRINT#1,"KEY 6 Trans
fer object"
1640 LOCATE#1,2,14 PRINT#1,"KEY 7 Chan
ge status"
1650 LOCATE#1,2,15 PRINT#1,"KEY 8 Switc
h BEACON"
1660 LOCATE#1,2,16 PRINT#1,"KEY 9 Exp
ode MIND-BOMB"
1670 k$=INKEY$ IF k$="" THEN 1670
1680 IF k$="1" OF k$="9" THEN 1670
1690 m1=VAL(k$)
1700 FOR k=2 TO 9
1710 LOCATE#1,2,7+k PRINT#1,"
1720 NEXT
1730 LOCATE#1,2,8-PRINT#1,"
LOCATE#1,2,8
1740 ON VAL(k$) GOSUB 1840,1850,1860,187
0,1880,1890,1900,1910,1920
1750 m3=m4=dj
1760 m$=CHR$(m1)+CHR$(m2)+CHR$(m3)+CHR$(
m4)+CHR$(m5)+CHR$(m6)
1770 IF P=2 THEN FROM=25 ELSE FROM=18
1780 TP=P-8 DE=ASC(m$(M2,1)) GOSUB 2360
1790 IF k$="X" THEN GOTO 1480
1800 RETURN
1810 *****
1820 REM ** Parameter Selection **
1830 *****
1840 PRINT#1,"Go to ..." GOTO 1930
1850 PRINT#1,"Kill ..." GOSUB 2020 m5=9
LOCATE#1,7,8 PRINT#1,x$(m5) RETURN
1860 m5=ASC(m$(M2,1)) PRINT#1,"Search ",
u$(m5) RETURN
1870 PRINT#1,"Steal ..." GOSUB 2110-LOC
ATE#1,8,8 PRINT#1,r$(m5) LOCATE#1,2,9 PRI
NT#1,"from agent ..." GOSUB 2020 m6=a9 L
OCATE#1,13,9 PRINT#1,x$(m5) RETURN
1880 PRINT#1,"Hide ..." GOSUB 2110 LOC
ATE#1,7,8 PRINT#1,r$(m5)-RETURN
1890 PRINT#1,"Transfer ..." GOSUB 2110 L
OCATE#1,11,9 PRINT#1,x$(m5) RETURN
1900 PRINT#1,"Change status to ..." GOS
B 2200 LOCATE#1,19,8 PRINT#1,x$(m5) RETU
RN
1910 PRINT#1,"Switch HOMING-BEACON ..."
GOSUB 2270 LOCATE#1,23,8 PRINT#1,o$(m5)
RETURN

```

# TREACHERY

```

1920 PRINT#1,"Explode MIND-BOMB" RETURN
1930 l=6 m=ASC(ASC(m,1)) FOR p=1 TO 8
1940 k=ASC(MID$(s(m,5),k,1)):IF k#="" THEN
l=k-1 k=8 GOTO 1930
1950 LOCATE#1,2,10+l PRINT#1,"KEY",k,ASC
ASC(k)-64)
1960 NEXT
1970 k#="INKEY# IF k#="" THEN 1970
1980 IF k#="1" OR k#="RIGHT$(STR$(1),1)
THEN 1970
1990 GOSUB 2320
2000 n=ASC(MID$(s(m,5),VAL(k#),1))-64 L
OCATE#1,3,8 PRINT#1,ASC(ASC(n,5)) RETURN
2010 REM ## key in Agent ##
2020 LOCATE#1,2,11 PRINT#1,"PRESS KE/ FO
R AGENT"
2030 k#="INKEY# IF k#="" THEN 2030
2040 IF k#="a" AND k#="z" THEN ag=ASC(
k#)-96 GOTO 2070
2050 IF k#=" " THEN h=ASC(
k#)-21 GOTO 2070
2060 GOTO 2030
2070 IF ASC(n# ag,4)=0 THEN 2030
2080 l=1 GOSUB 2320
2090 RETURN
2100 REM ## Key in Object ##
2110 FOR k=1 TO 3
2120 LOCATE#1,2,10+k PRINT#1,"KEY",k,ASC
k)
2130 NEXT
2140 k#="INKEY# IF k#="" THEN 2140
2150 IF k#="1" OR k#="3" THEN 2140
2160 m=VAL(k#)
2170 l=3 GOSUB 2320
2180 RETURN
2190 REM ## Key in Status ##
2200 FOR k=1 TO 3
2210 LOCATE#1,2,10+k PRINT#1,"KEY",k,ASC
k)
2220 NEXT
2230 k#="INKEY# IF k#="" THEN 2230
2240 IF k#="1" OR k#="3" THEN 2230
2250 GOTO 2160
2260 REM ## key in ON/OFF ##
2270 LOCATE#1,2,11 PRINT#1,"KEY 1 ON" LO
CATE#1,2,12 PRINT#1,"KEY 2 OFF"
2280 k#="INKEY# IF k#="" THEN 2280
2290 IF k#="1" OR k#="2" THEN 2280
2300 m=VAL(k#)
2310 l=2
2320 FOR k=1 TO l+1 LOCATE#1,2,9+k PRINT
#1," " NEXT-RETU
RN
2330 *****
2340 REM ## Message Routine ##
2350 *****
2360 LOCATE#1,2,10 PRINT#1,"Choose route
for message"
2370 LOCATE#1,2,11 PRINT#1,"by Pressing
agent keys"
2380 LOCATE#1,2,13 PRINT#1,"Destination
of message"
2390 LOCATE#1,2,14 PRINT#1,"will end rou
te entry"
2400 LOCATE#1,2,16 PRINT#1,"SPACE will c
ancel."
2410 LOCATE#1,2,17 PRINT#1,"Longest rout
e = 3 agents"
2420 k#="INKEY# IF k#="" THEN 2420
2430 IF k#="0" OR k#="9" AND (k#="a" O
R k#="z") AND k#(">" THEN GOTO 2420

```

```

2440 IF k#="" THEN k#="X" RETURN
2450 l=3 GOSUB 2320
2460 a#="" n=0 GOTO 2480
2470 k#="INKEY# IF k#="" THEN 2470
2480 IF k#="" THEN l=8 GOSUB 2320 GOTO
2360
2490 IF k#="0" AND k#("<" THEN k=ASC(k
#)-21 GOTO 2520
2500 IF k#="a" AND k#="z" THEN k=ASC(k
#)-96 GOTO 2520
2510 GOTO 2470
2520 IF ASC(n#k,4)=0 THEN 2470
2530 c=ASC(n#k,1) LOCATE#1,2,10+n PRIN
T#1,ASC(c)
2540 n#p+1 a#="a+CHR$(k) IF c#d AND (ty
pe=1 OR k#2) THEN GOTO 2580
2550 IF n#8 THEN LOCATE#1,2,9 PRINT#1,CH
R$(24) THIS ROUTE IS TOO LONG CHR$(
24) FOR k=1 TO 900 NEXT l=8 GOSUB 2320 LO
CATE#1,2,9 PRINT#1,"
" GOTO 2360
2560 IF INKEY#="" THEN 2560
2570 GOTO 2470
2580 l=8 GOSUB 2320 LOCATE#1,2,10 PRINT#
1,"MESSAGE TO BE SENT VIA" FOR k=0 TO 2
LOCATE#1,2,12+k
2590 FOR j=1 TO 3
2600 IF k#j>n THEN GOTO 2630
2610 ag=ASC(MID$(a#,k#j,1))
2620 PRINT#1,ASC(ag)
2630 NEXT-NEXT
2640 SOUND 7,200,25.5
2650 LOCATE#1,2,17 PRINT#1,CHR$(24) KE
Y CLEAR, COPY OR ENTER,CHR$(24)
2660 IF INKEY#("<"<-1 THEN GOSUB 7620 GOT
0 2700
2670 IF INKEY#(18)<-1 THEN 2700
2680 IF INKEY#(47)<-1 THEN RETURN
2690 GOTO 2660
2700 LOCATE#1,2,17 PRINT#1,"THE MESSAGE
IS BEING SENT"
2710 a#(3,stack)=m#
2720 *****
2730 REM ##Message Interception ##
2740 *****
2750 e=0 a#="a+n=LEN(a#) FOR k=1 TO n
2760 ag=ASC(MID$(a#,k,1)) tt=ASC(n#(ag,1
))
2770 IF e=1 OR VAL(MID$(a#,from),tt,1))>
1 THEN e=1 GOTO 2840
2780 orank=ASC(n#(ag,p+1)) erank=ASC(n#(
ag,4-p))
2790 IF orank#erank THEN GOTO 2840
2800 im=ASC(MID$(f#(2,ag),5,1)) IF im#0
AND ASC(MID$(f#(2,ag),im+5,1))=stack. THE
N GOTO 2840
2810 im=im+1 f#(2,ag)=LEFT$(f#(2,ag),4)+
CHR$(im+MID$(f#(2,ag),6)
2820 f#(2,ag)=LEFT$(f#(2,ag),im+4)+CHR$(
stack)+MID$(f#(2,ag),im+5)
2830 IF ASC(ASC(ag,4))>1 THEN e=1 IF k#n
AND ASC(LEFT$(n#,1))<10 AND ASC(n#(ag,4
))>2 THEN e=0
2840 from=tt
2850 NEXT
2860 IF ASC(LEFT$(n#,1))>9 OR e=1 THEN 2
900
2870 IF orank#0 THEN 2900
2880 IF orank#erank AND ASC(n#(ag,5))<0
THEN 2900
2890 n#(ag,5)=CHR$(stack)

```



```

2900 stack=stack+1 RETURN
2910 ' #####
2920 REN ## Draw Flag ##
2930 ' #####
2940 IF p=2 THEN PEN 3
2950 FOR k=1 TO 14
2960 LOCATE x,y+k-1:PRINT u$(p,k)
2970 NEXT
2980 PEN 1 RETURN
2990 ' #####
3000 REM ## Player Tune ##
3010 ' #####
3020 '
3030 '
3040 ' #####
3050 REM ## UDG Data ##
3060 ' #####
3070 DATA 255,255,253,248,241,225,246,25
5
3080 DATA 255,255,239,199,152,63,127,255
3090 DATA 255,255,239,247,251,251,25,12
3
3100 DATA 187,211,231,199,27,253,255,255
3110 ' #####
3120 REM ## Various Strings ##
3130 ' #####
3140 DATA M16 LONDON CONTROL
3150 DATA KGB MOSCOW CENTRAL
3160 DATA SCHW.315b-QZ
3170 DATA L10:ROBOTNIK-S-20
3180 DATA ON,OFF
3190 DATA ASLEEP,AWAKE,ACTIVE
3200 DATA SCHWEINSTEIN,FIRING BUTTON,NOM
ING BEACON
3210 DATA 4,3,3,4,3,2,3,2
3220 DATA 2,3,2,3,2,1,2,1
3230 DATA 2,1,2,1,2,1,2
3240 DATA 1,2,1,2,1,0,1,0
3250 DATA 1,0,1,0,1,0,1,0
3260 DATA 1,0,1,0,1,0,1,0
3270 DATA 0,1,0,1,0,1,0,1
3280 DATA 0,1,0,1,0,0,0,0
3290 DATA 0,0,0,0,0,0,0,0
3300 ' #####
3310 REM ## Cities & Agents ##
3320 ' #####
3330 DATA AMSTERDAM,ALPINA,BELGRADE,BRAVO
,VLENNA,CHARLIE,PARIS,DELTA,OSLO,ECHO,LI
SSON,FOXTROT,MADRID,GOLF,TANGIER,NOTEL,W
ARSAW,IVAN,ROME,JULIET
3340 DATA ATHENS,KING,ISTANBUL,LIMA,BUCH
AREST,MIKE,SOFIA,NOBLE,FRAGUE,OSCAR,COPE
NARGEN,PAPA,REYKJAVIK,QUIZ,LONDON,ROMEO,
BRUSSELS,SIERRA,BERLIN,TANGO
3350 DATA HELSINKI,UNCLE,BUDAPEST,VICTOR
,DUBLIN,WINTER,ZURICH,X-RAY,MOSCOW,YANKE
E,STOCKHOLM,ZULU
3360 DATA ZERO,ONE,TWO,THREE,FOUR,FIVE,S
IX,SEVEN,EIGHT,NINE
3370 DATA "PISR", "VMHJC", "QVBXJ"
,"STXJGR", "UZFRWQ", "MRGH", "RDJ
KHF", "KFG", "YVOTPZ", "CBKGDW",
,"NLHGJB", "YKMN", "YLNBY", "MLKB
", "TVCT", "EZITAR", "UEW", "EP
ASDGFH", "ATDR", "PTOCDQSA", "YZEQ
", "YIMBCO"
3380 DATA "GERF", "TCJD", "LMVIZU
", "UYIFE"
3390 ' #####
3400 REM ## Game Start ##
3410 ' #####

```

```

3420 BORDER 13 INK 0 Z6 INK 1:0 INK 2:4
INK 3:6
3430 CLS:PEN 1
3440 LOCATE 12,1:PRINT" T R E A C H E R Y
"
3450 LOCATE 4,3:PRINT" When the ", PEN 3:
PRINT" KGB ", PEN 1 PRINT" and ", PEN 2 PR
INT" M16 ", PEN 1 PRINT" wage a war of "
3460 LOCATE 3,4:PRINT" wits through the c
apitals of Europe,"
3470 LOCATE 11,5 PRINT" nothing is simple
!"
3480 OPENOUT "dname"
3490 MEMORY NIMEM-1
3500 CLOSEOUT
3510 ' #####
3520 REM ## User Defined Graphics ##
3530 ' #####
3540 BORDER 9
3550 FOR char=251 TO 254
3560 FOR ch=1 TO 8
3570 READ a(ch)
3580 NEXT
3590 SYMBOL char,a(1),a(2),a(3),a(4),a(5
),a(6),a(7),a(8)
3600 NEXT
3610 SYMBOL 255,0,0,0,255,255,0,0,0
3620 ' #####
3630 REM ## Top Secret Data ##
3640 ' #####
3650 t$(1)=CHR$(139)+CHR$(129)+CHR$(135)
+CHR$(133)+CHR$(135)+CHR$(133)+ " +CHR$
(135)+CHR$(129)+CHR$(135)+CHR$(129)+CHR$
(135)+CHR$(129)+CHR$(135)+CHR$(133)+CHR$
(135)+CHR$(129)+CHR$(139)+CHR$(129)
3660 t$(2)=CHR$(138)+ " +STRING$(2,133)+
CHR$(135)+CHR$(129)+ " +CHR$(131)+CHR$(
133)+CHR$(135)+ " +CHR$(133)+ " +CHR$(13
5)+CHR$(132)+CHR$(135)+ " +CHR$(138)
3670 t$(3)=CHR$(138)+ " +CHR$(131)+CHR$(
129)+CHR$(129)+ " +CHR$(131)+CHR$(129)
+CHR$(131)+CHR$(129)+CHR$(131)+CHR$(129)
+CHR$(129)+CHR$(129)+CHR$(131)+CHR$(129)
+CHR$(138)
3680 ' #####
3690 REM ## Construct Flag Strings ##
3700 ' #####
3710 REM " . . . is CTRL & 0"
3720 DIM u$(2,14) u$(1,1)="3"+CHR$(213)+
CHR$(143)+CHR$(215)+"2"+CHR$(213)+STRIN
G$(3,143)+" "+"3"+STRING$(3,143)+" "+"2"+
STRING$(3,143)+CHR$(212)+"3"+CHR$(214)+C
HR$(143)+CHR$(212)
3730 u$(1,2)="2"+CHR$(215)+"3"+CHR$(213)
+CHR$(143)+CHR$(215)+"2"+CHR$(213)+STRIN
G$(2,143)+" "+"3"+STRING$(3,143)+" "+"2"
+STRING$(2,143)+CHR$(212)+"3"+CHR$(214)+
CHR$(143)+CHR$(212)+"2"+CHR$(214)
3740 u$(1,3)="2"+CHR$(143)+CHR$(215)+"3"
+CHR$(213)+CHR$(143)+CHR$(215)+"2"+CHR$(
213)+CHR$(143)+" "+"3"+STRING$(3,143)+"
"+"2"+CHR$(143)+CHR$(212)+"3"+CHR$(214)+
CHR$(143)+CHR$(212)+"2"+CHR$(214)+CHR$(
143)
3750 u$(1,4)="2"+CHR$(143)+CHR$(143)+CHR
$(215)+"3"+CHR$(213)+CHR$(143)+CHR$(215)
+"2"+CHR$(213)+" "+"3"+STRING$(3,143)+"
"+"2"+CHR$(212)+"3"+CHR$(214)+CHR$(143)+
CHR$(212)+"2"+CHR$(214)+STRING$(2,143)
3760 c$(1,5)="2"+STRING$(3,143)+CHR$(215)
+"3"+CHR$(213)+CHR$(143)+CHR$(215)+" "+"

```

# TREACHERY

```

STRING$="143)+"*CHR$(14)+CHR$(143)+C
HR$(212)+"2"+CHR$(214)+STRING$(143)+
3770 u$(1,6)=STRING$(8)+"*3"+STRING$(
3,142)+STRING$(8)+"*u$(1,9)+u$(1,6)
3780 u$(1,7)="3"+STRING$(19,143)+u$(1,8)
=u$(1,7)
0790 u$(1,10)="2"+STRING$(3,143)+CHR$(21
2)+"*"+CHR$(214)+CHR$(143)+CHR$(212)+"*
"+STRING$(3,143)+"*"+CHR$(213)+CHR$(143)+
CHR$(215)+"*"+CHR$(210)+STRING$(3,143)
3900 u$(1,11)="2"+STRING$(2,145)+CHR$(21
2)+"*"+CHR$(214)+CHR$(143)+CHR$(212)+"*"+
+CHR$(214)+"*"+CHR$(213)+CHR$(143)+"*"+2
"+CHR$(215)+"*"+CHR$(213)+CHR$(143)+CHR$(
215)+"*"+CHR$(213)+STRING$(2,143)
3810 u$(1,12)="2"+CHR$(143)+CHR$(212)+"*3
"+CHR$(214)+CHR$(143)+CHR$(212)+"*"+CHR$(
214)+CHR$(143)+"*"+3+"*"+STRING$(3,143)+"
"+2"+CHR$(143)+CHR$(215)+"*"+3"+CHR$(213)
+CHR$(143)+CHR$(215)+"*"+2"+CHR$(213)+CHR$(
143)
3820 u$(1,13)="2"+CHR$(212)+"*"+CHR$(214
)+CHR$(143)+CHR$(212)+"*"+CHR$(214)+STR
ING$(2,143)+"*"+3+"*"+STRING$(3,143)+"*"+2
"+STRING$(2,143)+CHR$(215)+"*"+3"+CHR$(213)
+CHR$(143)+CHR$(215)+"*"+2"+CHR$(213)
3950 u$(1,14)="3"+CHR$(214)+CHR$(143)+CH
R$(212)+"*"+CHR$(213)+STRING$(3,143)+"*"+
5+"*"+STRING$(3,143)+"*"+2"+STRING$(3,14
3)+CHR$(215)+"*"+CHR$(210)+CHR$(143)+CHR
$(215)
0840 l$=STRING$(19,143)
3850 FOR l=1 TO 14
3860 u$(2,l)=l$
3870 NEXT
3880 MID$(u$(2,2),16,2)=CHR$(251)+CHR$(2
53)
3890 MID$(u$(2,3),16,2)=CHR$(252)+CHR$(2
54)
3900 REM a$="" b$="" c$="" d$="" e$="" f
$="" g$="" h$="" i$="" j$="" k$=""
" l$="" m$="" n$="" o$="" p$=""
3910 ' *****
3920 REM # Print Flags ##
3930 ' *****
3940 p=2: x=20: y=7
3950 GOSUB 2940
3960 p=1: x=3: y=11
3970 GOSUB 2940
3980 ' *****
3990 REM # Read Various Strings #
4000 ' *****
4010 DIM P$(2,2)
4020 READ P$(1,1),P$(2,1)
4030 READ P$(1,2),P$(2,2)
4040 DIM c$(2),q$(3),r$(3)
4050 DIM a$(3,16)
4060 READ a$(1),a$(2)
4070 READ q$(1),q$(2),q$(3)
4080 READ r$(1),r$(2),r$(3)
4090 DIM n$(36,5),f$(2,36)
4100 FOR l=1 TO 25: n$(k,l)=CHR$(k): NEXT
l
4110 FOR k=27 TO 31: n$(k,l)=CHR$(18): NE
X
T
4120 FOR k=32 TO 36: n$(k,l)=CHR$(25): NE
X
T
4130 FOR l=1 TO 36: FOR j=2 TO 5: n$(k,l,j)
=CHR$(32): NEXT: NEXT
4140 a$="": FOR k=1 TO 13: n$=n$+CHR$(0): H
EXT

```

```

4150 RANDOMIZE TIME: FOR k=1 TO 36
4160 READ i,b
4170 c=INT(RND*436)+1: IF ASC(w$(c,2))<32
THEN GOTO 4170
4180 n$(c,2)=CHR$(a: n$(c,0)=CHR$(b)
4190 f$(1,c)=CHR$(1)+n$(n$(c,4)=CHR$(1)
4200 IF (a=1 AND b=0) OR (a=0 AND b=1) T
HEN f$(1,c)=CHR$(3)+n$(n$(c,4)=CHR$(3)
4210 f$(2,c)=f$(1,c)
4220 n$(c,5)=CHR$(0)
4230 NEXT
4240 DIM g$(2),o$(6,5),s$(4)
4250 BORDER 20
4260 ' *****
4270 REM # Read Cities & Agents #
4280 ' *****
4290 DIM u$(26),y$(36)
4300 FOR l=1 TO 26
4310 READ u$(k),x$(k)
4320 NEXT
4330 FOR k=27 TO 36
4340 READ x$(k)
4350 NEXT
4360 DIM j$(26)
4370 FOR l=1 TO 26
4380 READ y$(k)
4390 NEXT
4400 BORDER 6
4410 ' *****
4420 REM # City to City Distance #
4430 ' *****
4440 DIM z$(26): GOSUB 7800
4450 GOSUB 8100: REM #Screen Copy M-C #
4460 ' *****
4470 REM # Game Start #
4480 ' *****
4490 BORDER 24: zzz=FREE(")
4500 day=3
4510 BORDER 26
4520 stack=1
4530 p=1
4540 r=INT(RND*26)+1: IF r=18 OR r=25 THE
N 4540
4550 s(1)=r: schwa=0
4560 FOR j=1 TO 5: GOSUB 6210: NEXT
4570 r=INT(RND*26)+1: IF r=18 OR r=25 THE
N 4570
4580 btas=0: btloc=r
4590 r=INT(RND*26)+1: IF r=18 OR r=25 OR
r=btloc THEN 4590
4600 bca=0: bcloc=r: bcon=2
4610 wai=INT(RND*26)+1
4620 e=PIOD=0
4630 GOTO 4900
4640 ' *****
4650 REM # Print Agent Ranks #
4660 ' *****
4670 GOSUB 160
4680 LOCATE#1,2,2: PRINT#1,MID$(P$(p,1),1
,4): "RANK & AGENT DAY":day
4690 PEN#1,3
4700 y=4: x=2
4710 FOR k=1 TO 36
4720 IF ASC(n$(k,4))=0 OR (n$(k,4)+f(1,
k)=0) THEN GOTO 4770
4730 a=ASC(n$(k,4)+1)
4740 LOCATE#1,4,y:PRINT#1: a: n$(k)
4750 y=y+1
4760 IF y=10 THEN y=4: x=x+14
4770 NEXT
4780 PEN#1,1

```

```

4790 GOTO 490
4800 ' #####
4810 REM ## List Agent Reports ##
4820 ' #####
4830 GOSUB 160
4840 LOCATE#1,2,2 PRINT#1,MID$(P$(P,1),
,4),"AGENT REPORTS DAY",day
4850 day=x+2
4860 FOR k=1 TO 36
4870 IF ASC(CHR$(k))=0 THEN GOTO 4930
4880 orank=ASC(CHR$(k)+P)
4890 erank=ASC(CHR$(k)+P)
4900 IF orank<erank OR ASC(MID$(P$(k,1),
,5))>0 THEN GOTO 4930
4910 LOCATE#1,x,y PRINT#1,CHR$(k)," ",ASC(
MID$(P$(k,1),5,1))
4920 y=y+1 IF y=15 THEN y=4 x=x+4
4930 NEXT
4940 GOTO 490
4950 ' #####
4960 REM ## Player Turn Reports ##
4970 ' #####
4980 reports=0:GOSUB 230
4990 IF reports=5 THEN GOTO 5200
5000 GOSUB 160
5010 IF day=3 THEN GOTO 5200
5020 LOCATE#1,2,2:PRINT#1,P$(P,1)," DAY"
,day
5030 LOCATE#1,2,3:PRINT#1,"YESTERDAY'S F
IELD REPORTS"
5040 LOCATE#1,2,6:PRINT#1,"KEY 1 List al
l agents"
5050 LOCATE#1,2,7 PRINT#1," and the
ir rank"
5060 LOCATE#1,2,9 PRINT#1,"KEY 2 List ag
ents with"
5070 LOCATE#1,2,10:PRINT#1," report
s to send and"
5080 LOCATE#1,2,11 PRINT#1," how ma
ny reports"
5090 LOCATE#1,2,13 PRINT#1,"KEY 3 Call a
n a report"
5100 LOCATE#1,2,15 PRINT#1 "KEY 4 Finish
with reports"
5110 LOCATE#1,2,16 PRINT#1," Give t
oday's orders"
5120 k$=INKEY$: IF k$="" THEN GOTO 5120
5130 IF k$="1" OR k$="4" THEN GOTO 5120
5140 IF k$="1" THEN GOSUB 4670 GOTO 4990
5150 IF k$="2" THEN GOSUB 4930 GOTO 4990
5160 IF k$="3" THEN GOSUB 560 reports=re
ports+1 GOTO 4990
5170 ' #####
5180 REM ## Player Turn Orders ##
5190 ' #####
5200 orders=0
5210 IF orders=3 THEN GOTO 5350
5220 GOSUB 160
5230 LOCATE#1,2,2 PRINT#1,P$(P,1)," DR"
,day
5240 LOCATE#1,2,4 PRINT#1,"TODAY'S ORDER
S"
5250 LOCATE#1,2,6 PRINT#1,"KEY 1 List al
l agents"
5260 LOCATE#1,2,7 PRINT#1," and the
ir rank"
5270 LOCATE#1,2,9 PRINT#1,"KEY 2 Give an
order"
5280 LOCATE#1,2,11 PRINT#1,"KEY 3 Finish
with orders"
5290 LOCATE#1,2,12 PRINT#1," Openat
ions over"
5300 LOCATE#1,2,13 PRINT#1 " until
tomorrow"
5310 k$=INKEY$: IF k$="" THEN 5310
5320 IF k$="1" OR k$="3" THEN 5310
5330 IF k$="1" THEN GOSUB 4670 GOTO 5210
5340 IF k$="2" THEN GOSUB 1400:orders=or
ders+1:GOTO 5210
5350 r=p+1 IF r<3 THEN GOTO 4980
5360 ' #####
5370 REM ## End of Day ##
5380 ' #####
5390 GOSUB 5550
5400 day=day+1
5410 FOR k=1 TO 16
5420 s$(k,1)=s$(k,2,k)
5430 s$(k,2,k)=s$(k,3,k)
5440 NEXT stack=1
5450 w$(k)=" FOR k=1 TO 13 w$=w$+CHR$(0) N
EXT
5460 FOR k=1 TO 36
5470 r$(k,1)=r$(k,2,k)
5480 r$(k,2,k)=r$(k,4)+r$(k,3)
5490 NEXT
5500 P=1
5510 GOTO 4980
5520 ' #####
5530 REM ## Execute Orders ##
5540 ' #####
5550 CLS
5560 GOSUB 160
5570 LOCATE#1,2,2:PRINT#1,"END OF DAY";d
ay,CHR$(8)," 'S TREACHERY"
5580 GOSUB 6210
5590 FOR k=1 TO 6 FOR j=1 TO 5 o(k,j)=0:
NEXT NEXT
5600 no=0
5610 FOR k=1 TO 36
5620 o1=ASC(CHR$(k+5)) IF o1=0 THEN GOTO 5
700
5630 no=no+1
5640 o(no,1)=ASC(LEFT$(s$(k,3,o1),1))
5650 o(no,2)=ASC(MID$(s$(k,3,o1),2,1))
5660 o(no,3)=ASC(MID$(s$(k,3,o1),5,1))
5670 o(no,4)=ASC(MID$(s$(k,3,o1),6,1))
5680 o(no,5)=ASC(MID$(s$(k,3,o1),3,1))
5690 w$(k,5)=CHR$(0)
5700 NEXT
5710 j=4
5720 FOR o=1 TO no IF o(o,1)=9 THEN GOSU
B 6350
5730 NEXT
5740 FOR o=1 TO no IF o(o,1)=1 THEN GOSU
B 6520
5750 NEXT
5760 FOR o=1 TO no IF o(o,1)=5 THEN GOSU
B 6630
5770 NEXT
5780 FOR o=1 TO no IF o(o,1)=6 THEN GOSU
B 6750
5790 NEXT
5800 FOR o=1 TO no IF o(o,1)=3 THEN GOSU
B 6360
5810 NEXT
5820 FOR o=1 TO no IF o(o,1)=4 THEN GOSU
B 7210
5830 NEXT
5840 FOR o=1 TO no IF o(o,1)=2 THEN GOSU
B 7290
5850 NEXT
5860 FOR o=1 TO no IF o(o,1)=8 THEN GOSU

```



```

6950 ' #####
6960 REM ## Search City ##
6970 ' #####
6980 a9=0(0,2):c9=0(0,3)
6990 IF ASC(n$(a9,4))=0 THEN RETURN
7000 s1=0 FOR k=3 TO 2 STEP-1
7010 IF s(k)=c THEN s1=k
7020 NEXT
7030 IF s1=0 THEN GOTO 7050
7040 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(12)
+CHR$(day+1-s1)+CHR$(c)+MID$(f$(2,a9),5)
7050 IF s(1)>c THEN GOTO 7100
7060 IF schwa9=0 THEN schwa9=a9 f$(2,a9)
=LEFT$(f$(2,a9),1)+CHR$(10)+MID$(f$(2,a9)
),3):GOTO 7080
7070 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)
+MID$(f$(2,a9),3)
7080 f$(2,a9)=LEFT$(f$(2,a9),2)+CHR$(1)+
CHR$(c)+MID$(f$(2,a9),5)
7090 RETURN
7100 IF btloc<>c OR bta9<0 THEN GOTO 71
30
7110 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(10)
+CHR$(2)+CHR$(c)+MID$(f$(2,a9),5)
7120 bta9=a9
7130 IF btloc<>c OR bcon=1 THEN RETURN
7140 IF bca9=0 THEN bca9=a9 f$(2,a9)=LEF
T$(f$(2,a9),1)+CHR$(10)+MID$(f$(2,a9),3)
:GOTO 7160
7150 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)
+MID$(f$(2,a9),3)
7160 f$(2,a9)=LEFT$(f$(2,a9),2)+CHR$(3)+
CHR$(c)+MID$(f$(2,a9),5)
7170 RETURN
7180 #####
7190 REM ## Steal Object ##
7200 ' #####
7210 to1=0(0,2) ob=0(0,3):a9=0(0,4) IF a
9=to1 THEN RETURN
7220 GOSUB 6760
7230 IF ASC(MID$(f$(2,to1),2,1)>13 THE
N RETURN
7240 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(15)
+MID$(f$(2,a9),3)
7250 RETURN
7260 #####
7270 REM ## Kill Agent ##
7280 ' #####
7290 a9=0(0,2):to1=0(0,3)
7300 IF a9=to1 THEN RETURN
7310 IF ASC(n$(a9,4))=0 OR ASC(n$(to1,4)
)=0 THEN RETURN
7320 c=ASC(w$(a9,1))
7330 IF ASC(n$(to1,1)>c THEN RETURN
7340 n$(to1,4)=CHR$(0)
7350 IF bta9=to1 THEN bta9=0
7360 IF bca9=to1 THEN bca9=0
7370 IF schwa9=to1 THEN schwa9=0
7380 LOCATE#1,2,y PRINT#1,x$(to1)," is e
liminated"
7390 y=y+1
7400 RETURN
7410 ' #####
7420 REM ## Switch Beacon ##
7430 ' #####
7440 a9=0(0,2) on1=0(0,3)
7450 IF ASC(n$(a9,4))=0 THEN RETURN
7460 IF bca9>a9 THEN ob=3 GOTO 6300
7470 bcon=on1
7480 RETURN
7490 ' #####
7500 REM ## Change Status ##
7510 ' #####
7520 a9=0(0,2):p1=0(0,5)
7530 IF ASC(n$(a9,4))=0 THEN RETURN
7540 orank=ASC(n$(a9,p1+1))
7550 erank=ASC(n$(a9,4-p1))
7560 IF erank>orank THEN RETURN
7570 n$(a9,4)=CHR$(0(0,3))
7580 RETURN
7590 #####
7600 REM ##Hard Copy to Printer ##
7610 ' #####
7620 PRINT#8,CNR$(13) a%=0
7630 FOR k2=5 TO 19
7640 FOR k1=11 TO 36
7650 LOCATE k1,k2
7660 CALL copychar,@ak
7670 PRINT#8,-CHR$(a%)
7680 NEXT
7690 PRINT#8
7700 NEXT
7710 RETURN
7720 ' #####
7730 REM ## Error Trapping ##
7740 ' #####
7750 LOCATE 1,24 PRINT"Error",ERR,"in LI
NE",ERL
7760 END
7770 #####
7780 REM ## Z$(array) DATA ##
7790 ' #####
7800 RESTORE 7810 FOR k=1 TO 26 READ z$(
k):NEXT:RETURN
7810 DATA "03222223233444213111332232"
7820 DATA "30124322211211234332314223"
7830 DATA "21823322312322124321314123"
7840 DATA "22202212212233223111332133"
7850 DATA "2432022323334311122131321"
7860 DATA "23322013222343422123341343"
7870 DATA "22212181311232323122332323"
7880 DATA "3232311042123243323343334"
7890 DATA "22222334033223113221213211"
7900 DATA "31113212301222234222423154"
7910 DATA "31123211310121334233323223"
7920 DATA "423333222101133343224312"
7930 DATA "41233433222101233443214312"
7940 DATA "4123432223112344343324323"
7950 DATA "221234341233232024321314222"
7960 DATA "132212231333342321222221"
7970 DATA "3443123334433442233131422"
7980 DATA "13311112222343312012251232"
7990 DATA "13212223223444223101332233"
8000 DATA "12112323123333113218320312"
8010 DATA "3333133424322332123302411"
8020 DATA "11133433122212123332204212"
8030 DATA "24421122333444421123240332"
8040 DATA "2211334321233324221423033"
8050 DATA "3222243313112222332113301"
8060 DATA "2333133414323212232122310"
8070 ' #####
8080 REM ## Screen Copy Machine Code ##
8090 ' #####
8100 RESTORE 8160
8110 MEMORY HIMEM-12
8120 copychar=HIMEM+1
8130 FOR address=copychar TO copychar+10
8140 READ byte:POKE address,byte
8150 NEXT
8160 DATA &c,d,&e,&f,&g,&h,&i,&j,&k,&l,&m,&n,&o,&p,&q,&r,&s,&t,&u,&v,&w,&x,&y,&z,&0,&1,&2,&3,&4,&5,&6,&7,&8,&9
8170 RETURN

```











## RECONNAISSANCE

## • QL

Reconnaissance is a contrast to the usual shoot-em-up, high speed arcade games. It is a game which requires ingenuity, care and intelligence to successfully complete and can also be extremely addictive.

The basic aim is simple. You are a member of an elite corps whose assignment is to establish the precise location of four high explosive ordnance stores within an enemy camp prior to a bombing raid. You cannot gain admittance to the camp and so can only prove about the perimeter.

You have divided the enemy camp into an 8 x 8 grid and it is this grid which forms the basis of your strategy. Each side is denoted by a letter, A-D and each grid square by numbers across the bottom and the top.

You cannot see into the camp as your survey will take place at night. The one item of equipment you have with you is a maser rifle which projects a coherent beam of microwave radiation. Around the perimeter of the camp, which is thoughtfully square, you have placed, at equal intervals, small reflective discs which are wired to your maser computer, these discs being identified as numbers on the sides (fig. 1).

The method of determining the precise location of each ordnance dump is as follows: positioning your rifle at the first co-ordinate you fire a shot. The entry position is shown in the window on the left of the screen e.g. A1. This is followed immediately by the exit co-ordinate which is itself determined from the route taken by the maser beam after being fired.

Fig. 2 shows this more clearly. Here it can be seen that an "invisible" ordnance store is centred on 3,4. Because of its size, each "store" overlaps into the surrounding eight squares and firing a beam into any of the eight squares will produce a different exit co-ordinate. The way it works is this:

A beam entering at A2 (top left) hits the store at 2,3, is reflected at right angles to the left and emerges at D3. The display in the left hand window would read 'A2: D3'.

A shot entering at D5 is reflected to the

bottom and would emerge at C2.

Entry at C4 would mean exit at B5 and so on.

However, a direct hit, i.e. entry from A3, B4, C3 or D4 would lead to the message "absorbed" being displayed.

From this information it can be deduced that a store exists centred on 3,4. Hah! Obvious, you might think. But what if a second store exists with its centre on the next but one square as shown in fig. 3? The 'store' on 5,4 is contiguous with the one on 3,4 therefore reflecting the beam straight back out at A4.

Even more sneaky, if another "store" were positioned at 7,7 then a beam entering at B5 would bounce at right angles downwards where, at 6,6 it would encounter the top left of the third "store" and be reflected yet again through ninety degrees bringing the beam back to its original path but displaced by one row downward.

For that manoeuvre the display would read: B5 (entry): D6 (exit).

If a beam were aimed from C6 then, as it encountered an obstruction so close to the point of origin, it would re-emerge at the same point...

Since the game uses a total of four "stores", the possible combinations are truly mind boggling. Surprisingly, it's not that difficult when you've become used to it!

For each "shot" your score increases by one and the aim is to complete the game with the fewest possible tries. When you think you've located every single store you press <ESC> and a small prompt appears in the window below the grid asking for, first, the x co-ordinate and then the y co-ordinate of each of the four "stores", if you have it right then congratulations are offered but a wrong guess simply tells you you're wrong but does not specify how! Thus you are left to try and eliminate the possibilities.

The game does not allow you to try the same (or a reverse) co-ordinate twice; therefore a pencil is a very useful adjunct when playing this.

The screen display is organised into four windows, the largest of which holds the Grid plan and looks like figure 4. You are

repr  
whic  
drov  
serie  
arra  
the l  
lin  
dire  
(108  
func

Fig. 1

1  
2  
3  
4  
5  
6  
7  
8

Fig. 3

1  
2  
3  
4  
5  
6  
7  
8

represented by a turtle graphics arrow which has a handy advantage over a line drawn figure. The turtle draws the arrow in a series of four movements (fig. 5) and the arrow will appear pointing the way in which the turtle is aimed.

Lines 1170 to 1290 draw the arrow and the direction is set by the procedure "Gun" (1080 to 1120) which in turn calls three functions, Gun\_x, Gun\_y and Gun\_r which

return the x and y position and the initial rotation.

The program uses windows, circles, blocks, filled shapes and turtles. In addition, the not inconsiderable calculating and data manipulation power of the QL is used extensively.

Happy spying!

• Ian Kennedy, Ian Williams and Steven Hellywood

Fig. 1

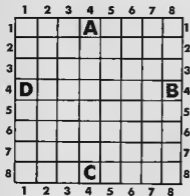


Fig. 2

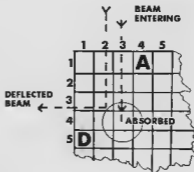


Fig. 3

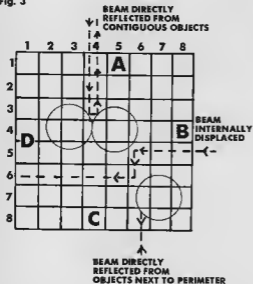
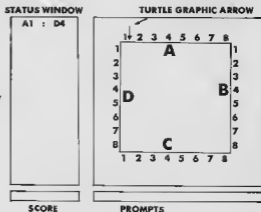


Fig. 4







# OPERATION KRISTOS

## • BBCB

A strange alien ship has been picked up on a radar heading towards the Earth.

After three days it goes into orbit and fails to respond to radio messages. A preliminary scan reveals a large carbon dioxide laser aimed at London.

The Royal Navy attacks but all ships are lost when a strange wave of pink light radiates out from the ship.

Now the plan has been decided. A Space Marine must dock with the ship, plant a large mine and then teleport back before it explodes. Only then can the Earth be saved from the alien menace that hangs overhead.

You have been chosen for the mission and dock with the ship armed with only a teleport bracelet and a limpit mine that must be attached to the laser to ensure maximum destruction.

The following commands may be used but there are more: GET, DROP, INVENTORY, SCORE, EXAMINE, TELEPORT, PRIME (for the mine).

To move, use the following abbreviations: N—to go North, S—to go South, E—to go East, W—to go West, U—to go Up, D—to go Down.

Any other word may be abbreviated to four letters.

The symbol, which appears in a number of lines, is the up-arrow. This is to the right of 'i=' on the keyboard. • JW Reynolds

1D DATA "YOU'RE IN YOUR SPACESHIP BUT IT HAS BEEN WRECKED PROBABLY WHEN LANDIN G ON AUTO PILOT. AN EXIT LEADS NORTH"

2D DATA "YOU ARE STANDING IN A SHINY METALLIC VACUUM TUBE. YOU CAN GO NORTH AND SOUTH"

3D DATA "YOU'RE STANDING IN A AIRLOCK . TO THE WEST IS A SHINY DOOR. TO THE SOUTH IS A CORRIDOR. THE DOOR HAS NO VIS IBLE MEANS OF BEING OPENED."

4D DATA "YOU ARE IN A STEEL CORRIDOR. THERE IS A SIDE EXIT TO THE EAST AND TH E CORRIDOR LEADS NORTH AND SOUTH."

5D DATA "YOU ARE IN A DARK STOREROOM. IT IS EXTREMELY COLD AND SMELLY IN HERE. THE ONLY EXIT IS TO THE NORTH."

6D DATA "YOU ARE STANDING ON A METAL ORILL ABOVE A CHANNEL IN THE FLOOR ABOUT 6 INCHES BELOW. THERE IS AN EXIT NORTH WARDS OVER THE GRILL AND A CORRIDOR LEA DS SOUTH."

7D DATA "YOU ARE ON THE FLIGHT DECK O F THE SHIP A LARGE VISUAL DISPLAY SHOWS A PICTURE OF THE EARTH AND TO YOUR LEF T IS A

TN. SOUTH & EAST."

8D DATA "YOU'RE IN THE CONTROL ROOM. A LARGE BANK OF COMPUTERS ADORN THE NORTH WALL. EXITS LEAD EAST AND WEST."

9D DATA "YOU ARE IN THE REST ROOM. THE RE IS A BED HERE AND A SMALL BEDSIDE TAB LE. AN SINGLE EXIT LEADS WEST."

10D DATA "YOU'RE IN THE CAPTAIN'S CABI N. RICH, SOFT CARPET COVERS THE FLOOR AND THE WALLS ARE TASTEFULLY PAINTED IN LI GHT SHADES. THERE IS A LARGE BED TO THE LEFTHAND SIDE. THE ONLY EXIT IS TO THE SOUTH"

11D DATA "YOU ARE IN A DARKISH ROOM AN D ALL AROUND YOU ARE LARGE BANKS OF LEAD ACID BATTERIES. THERE IS A DISTINC T SMELL OF GREASE HERE. UP IS A ROPE AND OTHER EXITS LEAD EAST AND SOUTH."

12D DATA "YOU'RE IN A SPARSE ROOM. AN E XIT LEADS EAST AND A RUBBISH CHUTE GOE S DOWN THROUGH THE FLOOR."

13D DATA "YOU ARE STANDING ON ONE SIDE OF A CHASM TO THE SOUTH THAT CAN BE CRO SSED ON AN EXTENDING BRIDGE. A LARGE RED BUTTON STICKS OUT FROM THE WALL."

14D DATA "YOU ARE STANDING ON ONE SIDE OF A CHASM TO THE NORTH. AN EXTENDED BRI DGE LEADS NORTH. ANOTHER EXIT IS TO THE SOUTH."

15D DATA "YOU ARE IN A RUBBISH COMPRES SOR. RUBBISH LIES EVERYWHERE AND THERE IS A SMELL OF DECAYING ORGANIC MATTER. THE COMPRESSOR CONTINUES SOUTHWARDS. ABOVE I S A CHUTE WHICH IS OUT OF REACH."

16D DATA "YOU ARE IN A RUBBISH COMPRES SOR. A STEP LADDER LEADS UPWARDS. THE COM PRESSOR CONTINUES NORTH."

17D DATA "YOU ARE AT A T-JUNCTION OF PASS AGES GOING NORTH, EAST AND WEST."

18D DATA "YOU'RE AT A DEAD END. THERE I S A NATCH IN THE WEST WALL. THE ONLY EX IT IS EAST."

19D DATA "YOU ARE IN A HEXAGONAL CORRI DOR. THE WALLS ARE HEAVILY CORRODED A ND DIGESTIVE JUICES LIE IN FOOLS ON THE F LOOR. EXITS LEAD EAST AND WEST."

20D DATA "YOU ARE IN A CONTROL CENTRE. THERE IS A LARGE DOME OVERHEAD. A ENORMO US LASER OUNIS AIMED AT A HOLE IN THE DO ME TOWARDS THE EARTH."

21D DATA "YOU ARE IN A SMALL ROOM. A CO MPUTER IS PLUGGED IN ON THE WEST WALL. AN EXIT LEADS EAST."

22D DATA "YOU ARE IN A SMALL ROOM. ALL AROUND IS DEBRIS. IT LOOKS AS IF THERE HAS BEEN AN EXPLOSION. AN EXIT LEADS EAST ."

23D DATA "YOU ARE IN A DARKISH ROOM AN D ALL AROUND YOU IS THE REMAINS OF LEAD A CID BATTERIES. THERE IS A DISTINC T SMELL OF GREASE HERE. UP IS A ROPE AND OTHER EXITS LEAD EAST AND SOUTH."

24D RESTORE 25D: FORK-&C00 TO &C12: READ

```

A17N=A:NEXT
250 DATA $A0,$A00,$E9,$00,$0A,$09,$1B,$
C9,$16,$F0,$07,$20,$E3,$FF,$C8,$4C,$02,$
0C,$860
260 DIM O(23),O8(23):PROCobj:MODE7:IX=
2:RX=1:OIM D(8,2):EX=0:TX=0:PROC=omat
a:GOSUE1050
270 REPEAT:INPUT":INS:UNTIL LEN(INS)>
0
280 NS="":VS=""
290 VS=LEFTS(INS,4)
300 L=3:REPEAT:L=L+1:UNTIL L>LEN(INS)
OR ASC(MIDS(INS,L,1))>32
310 REPEAT:L=L+1:UNTIL L>LEN(INS) OR A
SC(MIDS(INS,L,1))>32
320 NS=MID$(INS,L,4)
330 P=INSTR(VS," ")
340 IF P<>0 VS=LEFTS(VS,P-1)
350 P=INSTR(INS," ")
360 IF P<>0 NS=LEFTS(NS,P-1)
370 GOTO1880
380
390 DX=V
400 IF D(DX,RX)=0 PRINT"YOU CAN'T GO T
HAT WAY":RETURN
410 IF O(OX,RX)>34 GOTO1690
420 IF EX=1 EX=0
430 RX=D(DX,RX):GOSUE 1050:RETURN
440 IF N>14 PRINT"YOU CAN'T FICK THAT
UP":RETURN
450 IF OIN<>RX PRINT"I GON'T SEE THAT
HERM":RETURN
460 IF IX>5 PRINT"YOU'RE CARRYING TOO
MUCR":RETURN
470 IF N=8 AND RX=16 PRINT"IT'S WEDGED
TIGHT":RETURN
480 IF N=4 AND LEN(O8(8))=34 PRINT"IT'
S TIED":RETURN
490 IFRX=5 AND O(8)<-1 OR RX=5 AND O8
(8)="ZU:NUWRO:OTIXS" PRINT"IT'S TOO DARK
TO SEE":RETURN
500 IF N=5 AND LEN(O8(5))>11 AND O(6)
<-1 PROCd("BTN:XZU:O:I'ZXS:RO"):RETURN
510 IF N=5 AND LEN(O8(5))>11 AND O(6)
=-1 PROCd("ETN:STP:RO:TN:O:LROS:ETNI:LRI
"):O(5)=-1:IX=IX+1:O8(5)="Z:YWZXP:YTC":
PRINT"OK":RETURN
520 OIN)-1:IX=IX-1:PRINT"OK":RETURN
530 IF N>15 PRINT"I NEVER LET YOU PICK
THAT UP":RETURN
540 IF OIN<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
550 IF N=11 AND RX=13 AND O(22)=99 PRO
Cd("OS":_ITR_:Y""KH:-IOS:KI"RH":OS":YV
OOTUZ:HXZUU":IXTV":R:TU:=:OS":U":OIZXOH50
S":YIR_\":RR:"CO"U_""):IX=IX-1:O(11)=1
3:O(22)=13:D(2,13)=14:RETURN
560 IX=IX-1:OIN)=RX:PRINT"OK":RETURN
570 PRINT"YOU ARE CARRYING:"IF IX=0 P
RINT"NOT A LOT":RETURN
580 FOR loop=1 TO 14
590 IF O(loop)=-1 PROCd(O8(loop))
600 NEXT
610 PRINT:RETURN
620 IF RX<>11 OR N<>32 PRINT"DON'T EE
A VANGAL":RETURN
630 IF O(10)<-1 PRINT"WHAT WITH?":RET
URN
640 PROCd("BTN:HVZHS:NK:GS":YZOO"IR"H:
LROS:OS"::::ZU_ITR_IW"\"):RX=23:D(1,13)
-23:D(6,10)=23:O(3,12)=23
650 RETURN
660 IF N<>20 OR RX<>19 PRINT"DON'T EE
NASTY":RETURN
670 IF O(21)=19 PRINT"I CAN ONLY KILL
HIM ONCE":RETURN
680 PRINT"LOVE TO EUT HOW?":RETURN
690 IF RX<25 GOTO440
700 EX=1:PRINT"OK":RETURN
710 IF N=0 PRINT"SAY WHAT?":RETURN
720 PRINT"OK":PRINTMIDS(INS,L,255)
730 IF RX<>3 OR O(4,3)=4 RETURN
740 PROCd("OS":_TTI:RH:MTRX":TK"ZO_"_":
ZU_:RO:HWR_"HTK"U")
750 O(15)=3:D(4,3)=4
760 PRINT:RETURN
770 IF O(8)<-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
780 IF TX=1 PRINT"IT DOESN'T WORK":RET
URN
790 O8(8)="Z:WRO:OTIXS"
800 PRINT"OK":RETURN
810 IF O(8)<-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
820 IF LEN(O8(8))>11 PRINT"IT'S NOT O
N":RETURN
830 O8(8)="ZU:NUWRO:OTIXS":PRINT"OK":R
ETURN
840 IF O(3)<-1 PROCd("ETN:SZM":UT:VZO
XS"H"):RETURN
850 IF N=8 AND O(8)=-1 PROCd("OS":OTIX
S:KWZORRX:ZMW:V"WOR"):RETURN
860 IF N=3 AND RX<>5 PRINT"OK":RETURN
870 IF N<>3 PRINT"YOU CAN'T LIGHT THAT
":RETURN
880 PROCd("OS":VZOX5:IWEI"HNK:ZU:_HN_
_UWB:Z":RI":YZWW:"CKMT_"ROS" I":VNH:SZ
M":Y""U::::":CKWTRM":\ZR"H:ZITNU_"):GO
TO1810
890 INPUT"NAME OF FILE",F8
900 O=OPENOUT(F8):PRINT#O,RX.O8(4),O8(
8),O8(9),O8(5),IX
910 FOR loop=1 TO 23:PRINT#O,O(loop):N
EXT
920 INPUT#O,D(4,3),D(1,4),D(6,10),D(2,
15),D(2,13),D(4,14),O(3,19),D(3,12),O(4,
8)
930 CLOSE#O:PRINT"OK":GOTO1050
940 INPUT"NAME OF FILE",F8
950 O=OPENOUT(F8):PRINT#O,RX.O8(4),O8(
8),O8(9),O8(5),IX
960 FOR loop=1 TO 23:PRINT#O,O(loop):N
EXT
970 PRINT#O,D(4,3),D(1,4),D(6,10),O(2,
15),O(2,13),D(4,14),D(3,19),O(3,12),D(4,
8)
980 CLOSE#O:PRINT"OK":GOTO 1050
990 IF N=23 AND RX=3 PROCd("OS":_TTI:S
ZH:UT:MRRYW":V"ZUH:T":Y"RU":TK"U_""):R
ETURN
1000 IF N<>19 OR RX<>18 PRINT"YOU CAN'T
DO THAT":RETURN
1010 IF O(13)<-1 PROCd("ETN:U""HTV"O
SRU":OT:TK"U:RO:LROS"):RETURN
1020 IF O(9)<>ZU:V"KOS:YTOOW"" PROCd(
"ETR:ZI"U"O:HOITU":UTN"S"):RETURN
1030 IF O(23)=18 PRINT"IT'S ALREADY OPE
N":RETURN
1040 O(23)=18:PRINT"OK":RETURN
1050 RESTORE (RX=10):IF RX=5 AND O8(8)=

```





```

ZU_:JRI:Zo:BTN3UTO:M'IB:URX':OSZ02'):GO
T01810
1740 PROCd("Z:WR\SO:TU:BTNI:YWZXP:YTC:]
WZHS'HiZU_:;OS':ZU_I\TR_H:ROZIO:TRU\XI
ZAB:ZU_:OS'U:HW[6_'HOINKO')O(10)=8:1D(3
&)=9:O(18)=8:O(17)=99:RK=9:GOTO1050
1750 PROCd("BTN:LZWP:T]:OS':_\'IT]:OS
':XSZHV:ZU_:R''):GOTO1810
1760 PROCd("OS':LZWHH:T]:OS':XTVKI'MHTI
:KWTN'RUI:;ZU_:BTNI:ZI:HWTLWB:XINXS'_
:Y'OL'U:OS':LZWHH'):GOTO1810
1770 PROCd("BTN:OIRK:TM'I:Z:]^'W'I:T]:O
S':KWZUO:ZU_:BTNI:YT_B:ROZIOB:OT:_RHHWTM
':RU:OS':;I:_'R_N'KORM':QNRX'H'):GOTO1810
1780 PROCd("BTN:LZWW:_TLU:OS':STW':ZU_:
YI'ZP:BTNI:;U'XP'):GOTO1810
1790 PROCd("OS':VRU':^CKWT'_H:ZU_:BTN:S
ZM':H2M'_:OS':ZIOS:YNO:BTN:SZM':I'_RU:
OS':ZOO'VKO'):GOTO1810
1800 IF OS(8)="Z:WRO:OTIXS" AND O(8)=-1
PROCd("BTN:OTIXS:\T'H:THO'):TK=1:RX=13
:GOSUBA10:GOTO1050 ELSE RX=13:GOTO1050
1810 PRINT"OH DEAR YOU APPEAR TO HAVE D
IED"
1820 PRINT"YOU REALLY MUST BE MORE CARE
FUL IN"
1830 PRINT"FUTURE IF YOU WANT TO GET ON
IN THIS GAME"
1840 pfr=1:GOSUB 1520
1850 END
1860 DEFPROCend
1870 PRINT"WELL DONE, YOU HAVE SAVED THE
EARTH AND ARE AWARDED THE TRIPLE STAR.
YOUR SCORE IS 800 OUT OF 800":END
1880 RESTORE 200
1890 V=0:REPEAT
1900 READ T$
1910 V=V+1
1920 UNTIL V$=T$ OR T$="*"
1930 IF T$="*" PRINT"verb not known!":
GOTO270
1940 IF N$="" N=0:GOTO2010 ELSE IF V=16
OR V=17 GOTO2010
1950 RESTORE 2060
1960 N=0:REPEAT
1970 READ T$
1980 N=N+1
1990 UNTIL N$=T$ OR T$="*"
2000 IF T$="*" PRINT"Noun not known!":
GOTO270
2010 ON V GOSUB380,380,380,380,380,380,
480,480,530,570,570,620,620,660,690,710,
710,770,810,840,890,940,990,1300,1100,11
30,1140,1180,1190,1260,1260,1050,1380,14
50,1480,1480,1480,1520,1610,1650,620,620
2020 GOTO270
2030 DATAN,S,E,W,U,D,GET,TAKE,DROP,INVE
,INV,SMAS,BREA,KILL,HOLD,SAY,SHOU,ON,OFF
,LIGH,LOAD,SAVE,OPEN,THRO,TELE,SLEE,TIE,
UNTI,FIRE,PUSH,PRES,LOOK,EXAM,HELP,LIPT,
RIP,PULL,SCOR,DRIN,PRIM,KICK,HIT,*
2040 DATABRAC,MINE,MATC,ROPE,BOX,WIRE,R
OD,TORC,BOTT,LEG,DROI,META,SCRE,BLAS,CAM
E,ANDR,HOLE,BED,HATC,PLAN,BUTT,BRID,DOOR
,OPEN,BREA,PANE,LASE,COMP,CHAS,RUSS,DOVE
,BATT,ROBO,CARP,CHUT,JUIC,TABLE,AIRL
,*
2050 END
2060 DEFPROCd(D$)
2070 $EA00=D$
2080 CALLAC00
2090 PRINT:ENDPROC
2100 DEFPROCobj:RESTORE 2150
2110 FORN=1 TO 23
2120 READ OS(N),O(N)
2130 NEXT
2140 ENDPROC
2150 DATA"Z:O'W'KTIO:YIZX'W'O",-1,"Z:WR
VKRO:VRU",-1,"Z:YTC:T]:VZOXS'H",4,"Z:W'
U:OS:T]:UBWTU:ITK",5
2160 DATA"Z:HVZWW:YWZXP:YTC:NU'_I:;OS'
:LZWP LZB".6,"Z:KR'X':T]:NOR]]:LNI",99,"
Z:V'OWZ:IT",8,"ZU:NUWRO:OTIXS",99
2170 DATA"Z:YTOOW':T]:QNRX",9,"ZU:ZU_I
TR:W'\",99,"Z:HVZWW:_ITR_",99,"Z:KSRUB:
HS'Ot]:V'OWZ",1,"Z:HXI'L_IRM'I",14,"Z:
YWZHO'I",99
2180 DATA"OS':TTI:RH:UTL:TK'U",99
2190 DATA"Z:YWLUGNK:MR'_T:IXZV'IZ:SZU\H
:ITV:OS':LZWW",99
2200 DATA"ITLH:T]:]ZX'W'RH:ZU_I\TR_H:HRO
:ZO:OS':;XTVKNO'HT",8
2210 DATA"OS':I'VRUR:T]:ZU_I\TR_H:XTM'I
:OS':]WTTI",99
2220 DATA"Z:\ZKRU:STW'W'Z_H:_TLULZI_H
",99
2230 DATA"Z:WZI'\7V'UZXRU:VZU6'ZORU:K
WZUO:YZIH:BTNI:LZB",19
2240 DATA"Z:WZI':VZU6'ZORU:KWZUO:WR'H
:_Z:I'S'I",99
2250 DATA"OS':YIR'\:SZH:'CO'U'_:HTNOS
LZI_H",99
2260 DATA"OS':SZOXS:SZH:V''U:TK'U'_:OT:
I'M'ZWZ:;:_ZIP:STW",99
2270
2280 GEFPROCroomdata
2290 RESTORE 2340
2300 FORL=1 TO 23
2310 READ RS:FORM=1 TO 6:D(M,L)=(ASC(
MID$(RS,M,1))-65):NEXTM
2320 NEXTL
2330 ENDPROC
2340 DATAdAAAAA
2350 DATADAAAAA
2360 DATAA0AAAA
2370 DATA$PDAAA
2380 DATAEAAAAA
2390 DATAHEAAAA
2400 DATAK0IAAA
2410 DATAA0FAAA
2420 DATAAAAIAA
2430 DATAAAAAAA
2440 DATAAIMAKA
2450 DATAAALAAP
2460 DATALEAAAA
2470 DATANRAVAA
2480 DATAA8AAAA
2490 DATAPAAPAA
2500 DATAOATSAA
2510 DATAAARAAA
2520 DATAA1IRAA
2530 DATAAAATAA
2540 DATAA0AAAA
2550 DATAA0AAAA
2560 DATAANMKA

```

# CAR RACE

## • ATARI 16K

Keep the revs up for some super race track action for one or two players.

The race circuit is seen from above and two cor — blue and red — are ready at their starting positions. You must aim to break the track record or beat the other cor past the finishing line.

The race begins when either joystick is moved. If you crash, your cor is put back to the beginning of its current lap. Hitting the track boundary slows down the cors and crashing with other obstacles causes the car to explode.

• Nick Pearce

```

10 GRAPHICS 0:POKE 82,0:? " CAR RACE"
20 ? " by Nick Pearce, (c) 1984":GOSUB 8000
200 GOSUB CARS:GOSUB INFO
360 FOR P=0 TO 1:POKE CRASH+P,0:NEXT P:POKE 19,0:POKE 20,0
399 REM *** LOOP
400 FOR F=0 TO 1
410 IF PEEK(CRASH+P) THEN 600
420 IF PEEK(LAPS+P)=RACELAPS THEN POP :GOTO 800
490 NEXT P
500 IF PE_LK(CONSOL)=START THEN 200
550 GOSUB SHOW:IF TIME<6000 THEN 400
580 GOTO 200
599 REM CRASH
600 SOUND P,38,0,14:POKE PC+P,64
610 FOR I=0 TO 30:POKE PCOL+P,RND(0)*255:NEXT I:SOUND P,0,0,0
620 POKE PC+P,80:POKE PX+P,PX(P):POKE PY+P,PY(P)
640 POKE PCOL+P,PCOL(P):POKE PCOL+2+P,PCOL(P+2):POKE PC+P,0:POKE CRASH+P,0
690 GOTO 490
799 REM RACE OVER
800 FOR K=14 TO 2 STEP -1:SOUND 0,40,G,K:NEXT K:GOSUB SHOW
810 RACED=1:CHAMPS="BLUE":IF P THEN CHAMPS="RED"
820 FOR P=0 TO 1:POKE CRASH+P,1:SOUND P,0,0,0:NEXT P
825 FOR N=1 TO LEN(CHAMPS):CHAMPS(N,N)=CHR$(ASC(CHAMPS(N))+128):NEXT N
830 RTIME$=STR$(TIME):IF TIME<BEST THEN BEST=TIME
835 FOR N=1 TO LEN(RTIME$):RTIME$(N,N)=CHR$(ASC(RTIME$(N))+128):NEXT N
840 GOSUB DELAY:GOTO 200
999 REM *** SHOW
1000 TIME=INT((PEEK(19)*256+PEEK(20))/5)
1010 N$=STR$(TIME):MS="0000":M$(5-LEN(N$))=N$
1020 POSITION 28,22:FOR I=1 TO 4:? CHR$(ASC(M$(I))+224):NEXT I
1040 N$=STR$(PEEK(LAPS)):MS="00":M$(3-LEN(N$))=N$
1050 POSITION 22,22:FOR I=1 TO 2:? CHR$(ASC(M$(I))+128):NEXT I
1060 N$=STR$(PEEK(LAPS+1)):MS="00":M$(3-LEN(N$))=N$
1070 POSITION 36,22:FOR I=1 TO 2:? CHR$(ASC(M$(I))+128):NEXT I
1090 RETURN
1999 REM *** CARS AT START
2000 FOR F=0 TO 1:SOUND P,0,0,0
2010 POKE FX+P,PX(P):POKE PY+P,PY(P):POKE PC+P,0
2020 POKE PCOL+P,PCOL(F):POKE PCOL+2+P,PCOL(F+2)
2030 POKE LAPS+P,0:POKE LINE+P,0:POKE COUNT+P,1:POKE CRASH+P,1
2050 NEXT P
2090 RETURN
2999 REM *** INFO DISPLAY
3000 J=0:SOUND 0,100,10,4:GOSUB DELAY:SOUND 0,0,0,0
3002 J=J+1:IF J=4 THEN J=1

```

```

3010 POSITION 0,22: ? BLANK$;: POSITION 0,22
3020 IF J=1 THEN ? "          car race": GOTO 3050
3030 IF J > 2 THEN 3040
3032 ? " race is "; NS=STR$(RACELAPS): FOR N=1 TO LEN(NS): ? CHR$(ASC(NS(N))+224)
: NEXT N: ? " laps": GOTO 3050
3040 ? " track record": CHR$(26); " "; NS=STR$(BEST): FOR N=1 TO LEN(NS): ? CHR$(ASC
(NS(N))+224);: NEXT N
3050 FOR I=1 TO 5: GOSUB DELAY: IF PEEK(CONSOL)=START THEN 3500
3060 POSITION 20,22: ? BLANK$;: POSITION 20,22: ? " PRESS START"
3060 IF PEEK(CONSOL)=START THEN 3500.
3090 GOSUB DELAY: POSITION 20,22: ? BLANK$;: POSITION 20,22
3110 IF NOT RACED THEN ? " PRESS START": GOTO 3130
3120 ? " "; CHAMF$; " WON IN "; RTIME$;
3130 IF PEEK(CONSOL) <> START THEN NEXT I: GOTO 3002
3500 POP : POKE 77,0
3510 POSITION 0,22: ? " blue "; CHR$(140); "time": CHR$(140); " red": CHR$(140)
3520 POSITION 20,22: ? BLANK$;: FOR P=0 TO 1: SOUND P,186,4,6: NEXT P
3600 POSITION 24,22: ? "go! go! go!": GOSUB DELAY
3630 IF STICK(0) <> 15 OR STICK(1) <> 15 THEN 3700
3640 POSITION 24,22: ? "go! go! go!": GOSUB DELAY
3690 IF STICK(0)=15 AND STICK(1)=15 THEN 3800
3700 POSITION 20,22: ? BLANK$;
3800 POKE 77,0: FOR K=14 TO 2 STEP -1: SOUND 0,40,0,K: NEXT K
3900 RETURN
3990 REM *** DELAY
4000 FOR K=0 TO 50: NEXT K: RETURN
7999 REM *** INITIALIZE
8000 SETCOLOR 1,1,0: SETCOLOR 2,13,10: SETCOLOR 4,11,2
8100 CONSOL=53279: START=6: SDMCTL=559: POKE 752,1
8120 RACELAPS=10: BEST=6000: RACED=0
8140 SHOW=1000: CARS=2000: INFO=3000: DELAY=4000
8220 ? "You are presented with a birds-eye view"
8230 ? "of a motor racing circuit. A blue car"
8240 ? "and a red car are ready at their start-"
8250 ? "ing positions. The race is over "; RACELAPS; " laps"
8260 ? "of the track (in clockwise direction)."
8270 ? "Try to break the track record or beat"
8280 ? "the other car to the finishing line!"
8290 ? "Use a joystick to drive your car (BLUE"
8300 ? "in jack 1 and RED in jack 2); press the"
8310 ? "trigger to go at full speed. The race"
8320 ? "begins when either stick is moved. The"
8330 ? "time is measured in tenths of seconds."
8340 ? "If you crash, your car is put back to"
8350 ? "the beginning of it's current lap."
8360 ? "To restart the race at any time, press"
8370 ? "the START key,"
8390 ? " PRESS START";
8400 IF PEEK(CONSOL) <> START THEN 8400
8500 FOR I=1 TO 2: POSITION 12,23: SOUND 0,100,10,8: ? "wait 15 seconds";
8520 GOSUB DELAY: POSITION 12,23: SOUND 0,0,0,0: ? "          ": GOSUB DELAY: N
EXT I
9000 RAMTOP=106: MYTOP=PEEK(RAMTOP)-12: POKE RAMTOP,MYTOP: MEM=MYTOP*256
9020 GRAPHICS 0: SETCOLOR 4,11,2: POKE SDMCTL,0: D=PEEK(560)+256*PEEK(561)
9040 POKE D+3,68: FOR I=D+6 TO D+26: POKE I,4: NEXT I: POKE D+27,6: POKE D+28,6
9100 CRASH=206: COUNT=207: PCOL=704: FP=1536: PC=1544: FX=1548: PY=1552
9110 CRASH=1560: SK1D=1562: LAPS=1564: LINE=1566
9120 PBASE=64279: GRACLT=53277: GPROR=623: CHBAS=756
9150 DIM N$(6), NS(6), FX(1), FY(1), PCOL(3), CHAMF$(4), BLANK$(20), RTIME$(5)
9160 BLANK$=""
9200 DIM FILL$(17): FOR I=1 TO 17: READ J: FILL$(I)=CHR$(J): NEXT I

```

# CAR RACE

```

921D DATA 1D4,104,1D4,133,2D6,16D,D,132,2D7,1D4,104,145,2D7,20D,206,251,96
922D DIM COPYS(23):FOR I=1 TO 23:READ J:COPYS(I)=CHR$(J):NEXT I
923D DATA 104,1D4,104,133,206,104,104,133,206,16D,0,132,205,132,207,177,205,145,
207,200,208,249,96
9249 REM CHARSET
925D FOR I=D TO 3:K=USR(ADR(COPYS),224+I,MYTOP+I):NEXT I
926D FOR I=24 TO 127:READ J:POKE MEM+I,J:NEXT I:POKE CHBASE,MYTDP
927D DATA 85,85,25,85,85,85,85,85
9272 DATA 1,13,13,5,21,213,213,85
9274 DATA 85,87,87,84,80,112,112,64
9276 DATA 64,112,112,80,84,87,87,85
9278 DATA 85,213,213,21,5,13,13,1
9280 DATA 245,85,85,85,85,85,85,85
9282 DATA 85,85,85,85,85,85,85,85
9264 DATA 213,213,213,213,85,85,85,85
9286 DATA 85,85,85,85,87,87,87,87
9288 DATA 0,12,51,0,0,48,204,0
929D DATA 101,1D1,1D1,1D1,101,101,101,101
9292 DATA 48,12,48,12,48,12,46,12
9294 DATA 0,D,255,0,255,0,255,0
9299 REM PMG
9300 FOR I=MYTOP+6 TO MYTOP+11:K=USR(ADR(FILLS),I,0):NEXT I
931D K=USR(ADR(FILLS),6,0):POKE PMBASE,MYTOP+4:POKE GPRIOR,33
9340 FOR I=0 TO 3:POKE PP+I,MYTOP+8+I:NEXT I
9350 FOR I=1605 TO 1611:READ J:POKE I,J:NEXT I:DATA 32,48,16,0,48,32,16
9380 PCOL(0)=122:PCOL(1)=56:PCOL(2)=254:PCOL(3)=254
9390 PX(D)=156:PX(1)=166:PY(0)=54:PY(1)=54
9400 FOR I=0 TO 79:READ J:POKE MEM+1792+I,J:NEXT I:POKE CHIGH,MYTDP+7
942D DATA 0,24,24,24,24,24,24,0
9424 DATA D,36,36,D,D,36,36,0
9428 DATA D,D,60,60,60,0,0,0
943D DATA 0,36,36,0,0,36,36,D
9440 DATA 0,16,56,56,28,28,8,0
945D DATA 16,16,D,36,36,0,8,8
947D DATA 0,8,28,28,56,56,16,0
948D DATA 8,8,D,36,36,D,16,16
9462 DATA 73,235,126,63,124,254,91,16
9484 DATA 33,132,16,66,8,34,64,16
9499 REM VBI
950D FOR I=17DD TO 1709:READ J:POKE I,J:NEXT I:POKE 1702,MYTDP+4
952D DATA 104,162,0,160,0,169,7,76,92,226
955D FOR I=MEM+1D24 TO MEM+1346:READ J:POKE I,J:NEXT I:K=USR(1700)
960D DATA 216,162,1,189,24,6,206,66,214,207,208,62,188,132,2,200
961D DATA 152,24,125,26,6,149,207,188,120,2,152,41,6,208,3,254
962D DATA 12,6,152,41,4,2D6,3,222,12,6,152,41,2,2D8,6,254
963D DATA 16,6,254,16,6,152,41,1,208,6,222,16,6,222,16,6
964D DATA 192,15,240,6,185,64,6,157,6,6,138,168,20D,200,24,189
965D DATA 8,6,105,8,153,6,8,189,12,6,153,12,6,169,16,6
966D DATA 153,16,6,202,16,157,162,1,189,24,6,206,55,138,10,168
967D DATA 169,D,153,1,210,189,120,2,201,15,240,40,169,38,153,1
968D DATA 210,189,26,6,240,5,169,6,153,1,210,189,120,2,74,133
969D DATA 209,189,132,2,208,4,169,D,240,2,169,16,24,101,209,105
970D DATA 36,153,0,210,202,16,193,162,1,160,0,189,4,208,41,2
971D DATA 240,1,2D0,189,30,6,240,9,152,208,12,157,30,6,254,28
972D DATA 6,152,240,3,157,3D,6,169,D,157,26,6,169,4,2D6,41
973D DATA 8,208,7,189,12,206,41,3,240,7,169,1,157,24,6,208
974D DATA 37,169,4,208,208,7,169,20,157,26,6,208,25,41,4,208
975D DATA 18,138,168,20D,200,185,4,208,41,4,208,7,185,12,208,41
976D DATA 12,240,3,254,26,6,2D2,16,160,141,30,208,162,3,169,0
977D DATA 6,133,204,169,4,6,133,2D3,169,0,16D,255,200,145,203,192
978D DATA 7,208,249,189,16,6,157,4,6,133,203,189,8,6,133,205

```



# SKYCAPERS

```

AND X%=<cloudx(t) AND X%<cloudx(t)+3 TH
EN dx%=-dx% z%=1: SOUND 1,200,15,5
1035 NEXT
1037 IF z%=1 THEN GOTO 1060
1040 LOCATE x%,y%
1050 PRINT CHR$(INT(193+4*RND(1)))
1060 b=b+1 IF b=3 THEN GOSUB 1500:b=0
1499 RETURN
1500 '### Move Bailiff ###
1510 bailiff=bailiff+1 IF bailiff=30 TH
N LOCATE bailiff,6 PRINT CHR$(32),CHR$(3
2),CHR$(11);CHR$(8);CHR$(32):bailiff=1
1520 LOCATE bailiff,6 PRINT bailiff$
1530 PEN 3:LOCATE bailiff+2,6 PRINT head
$
1540 PEN 0
1550 Pounk=Pounk-1:PEN 2:LOCATE 2,3 PRIN
T"#:Pounk SOUND 2,1,5,15
1560 IF Pounk<1 THEN GOTO 4000
1570 PEN 0:b=0
1599 RETURN
2000 '### Move Stratcher Team ###
2010 LOCATE man%,23 PRINT CHR$(32),CHR$(
9),CHR$(9),CHR$(32),CHR$(10),CHR$(8),CHR
$(32):man%=mank-1
2020 LOCATE man%,23 PEN 3 PRINT top$
2030 LOCATE man%,24 PEN 0:PRINT bottom$
2035 RETURN
2040 LOCATE man%,23 PRINT CHR$(32),CHR$(
8),CHR$(10),CHR$(32),CHR$(11),CHR$(9),CH
R$(9),CHR$(32):man%=mank+1
2060 LOCATE man%,23 PEN 3 PRINT top$
2070 LOCATE man%,24 PEN 0 PRINT bottom$
2999 RETURN
3000 '### Collisions? ###
3010 IF X%>bailiff AND X%<(bailiff+3) TH
N scf=1 SOUND 2,16,20,15,1,10
3020 dx%=-dx%
3999 RETURN
4000 '### Lose A Life ###
4010 lives=livesk-1 IF livesk<1 THEN GO
TO 9000
4015 PEN 2 LOCATE 18,2 PRINT"MEN",lives%
4020 PEN 2 LOCATE 15,12:PRINT"AAARGH !"
SOUND 1,1500,15,15,5,12
4030 FOR t=1 TO 400 NEXT
4100 l1%=0 Pounk=200:mank=15
4110 GOTO 30
4500 '### Score ###
4505 sc%=sc%+Pounk
4510 PEN 3
4520 LOCATE 2,2:PRINT"IUP ",sc%
4530 dollk=100:Pounk=200
4535 PEN 2 LOCATE 2,3 PRINT"#",Pounk:LOC
ATE 30,3 PRINT"$",dollk
4540 screenk=screenk+1
4590 RETURN
5000 '### Characters ###
5010 SYMBOL AFTER 139
5020 SYMBOL 193,2,5,10,140,80,36,216,192
5030 SYMBOL 194,192,220,32,80,142,144,24
4000 SYMBOL 195,130,68,36,28,42,75,83,0
5050 SYMBOL 196,6,230,24,23,48,72,140,0
5060 SYMBOL 140,238,0,187,0,238,0,187,0
5070 SYMBOL 197,63,127,127,255,255,127,6
3,14
5080 SYMBOL 198,12,190,191,225,255,255,2
51,112
5090 SYMBOL 199,56,124,126,254,252,248,1
12
5095 SYMBOL 207,0,0,0,0,60,126,126,255
5100 SYMBOL 200,62,88,170,95,182,120,60,
24
5120 SYMBOL 202,60,94,33,221,247,15,126,
60
5125 SYMBOL 203,126,118,247,251,60,118,1
02,119
5130 SYMBOL 204,0,0,0,255,127,128,0,0
5140 SYMBOL 205,126,110,239,223,60,110-1
02,238
5145 SYMBOL 206,0,0,0,255,254,1,0,0
5150 SYMBOL 208,62,88,170,95,178,110,56,
128
5160 SYMBOL 209,252,42,21,255,255,143,4,
7
5170 '### Set character strings ###
5180 bottom$=CHR$(203)+CHR$(9)+CHR$(9)+C
HR$(205)
5190 top$=CHR$(200)+CHR$(18)+CHR$(204)+C
HR$(206)+CHR$(11)+CHR$(202)
5200 cloud$=CHR$(197)+CHR$(198)+CHR$(199
)
5210 bailiff$=CHR$(32)+CHR$(209)+CHR$(11
)+CHR$(8)+CHR$(32)+CHR$(207)
5220 head$=CHR$(208)
5999 RETURN
6000 '### Set Screen Up ###
6020 BORDER 11:PAPER 1 CLS
6030 a$(1)=" "
6040 a$(2)=" "
6045 PEN 2:PAPER 0
6050 FOR t=5 TO 25 LOCATE 32,t:PRINT a$(
1),NEXT
6060 FOR t=5 TO 25 STEP 4:LOCATE 32,t:PR
INT a$(2),NEXT
6070 PLOT 1,340,0:DRAW 636,340,0:DRAW 63
6,399,0:DRAW 1,399,0:DRAW 1,340,0
6080 PAPER 1:LOCATE 2,2 PEN 3 PRINT"IUP",
sc%:LOCATE 30,2:PRINT"HI",h1% PEN 2 LOC
ATE 2,3 PRINT"#":Pounk:LOCATE 30,3 PRINT
"$",dollk LOCATE 18,2:PRINT"MEN",lives
%
6090 PEN 3 FOR t=1 TO screen% cloudx(t)=
INT(1+25*RND(1)):cloudy(t)=INT(3+5*RND(0
)):LOCATE cloudx(t),cloudy(t):PRINT clou
d$ NEXT
6999 RETURN
8000 '### Title Screen ###
8005 INK 1,11 INK 2,6:INK 0,0 INK 3,26 M
ODE 1 PAPER 1 CLS
8010 t$="S Y A E S" b$="K C P R" yc=2
8020 IF yc=1 THEN yc=2 cx=1 ELSE yc=1:cx
=2
8030 PEN 0:LOCATE 4,7 PRINT"The Cast" PE
N 2:LOCATE 4,8 PRINT"----"
8040 PEN 3 LOCATE 4,10 PRINT top$ PEN 0
LOCATE 4,11 PRINT bottom$ " .... Fred
$ Bill"
8050 LOCATE 5,13:PRINT bailiff$:PEN 3 LO
CATE 7,13 PRINT head$, PEN 0:PRINT" ..
... Super Bailiff"
8060 LOCATE 6,15 PRINT CHR$(196)," ..
... The Debtor"
8070 PEN 3 LOCATE 5,17 PRINT cloud$, PEN
0 PRINT" .... The Cloud"
8080 PEN 2 LOCATE 10,20 PRINT"Press i to
r instructions" LOCATE 10,22 PRINT"Press
any key to Play"
8085 PEN 3:LOCATE 16,yc PRINT t$ PEN 0 L

```

OCR  
805  
810  
820  
830  
840  
850  
860  
870  
880  
890  
900  
910  
920  
930  
940  
950  
960  
970  
980  
990  
1000  
1010  
1020  
1030  
1040  
1050  
1060  
1070  
1080  
1090  
1100  
1110  
1120  
1130  
1140  
1150  
1160  
1170  
1180  
1190  
1200  
1210  
1220  
1230  
1240  
1250  
1260  
1270  
1280  
1290  
1300  
1310  
1320  
1330  
1340  
1350  
1360  
1370  
1380  
1390  
1400  
1410  
1420  
1430  
1440  
1450  
1460  
1470  
1480  
1490  
1500

```

048.1 OCATE 16,CY PRINT B$
0896 C$=INKEY$ IF C$="" THEN 9020
0100 IF C$="1" OR C$="I" THEN 1=1
0939 RETURN
9000 '### Game over ###
9010 A$="GAME OVER"
9020 PEN 2 LOCATE 18,2 PRINT"MEN",LIVES%
9035 PEN 0
9040 IF SCK%>H1% THEN H1%=SCK%
9050 FOR T=1 TO 9:LS=MID$(A$,T,1) LOCATE
T+14,12 PRINT LS, FOR S=1 TO 200 NEXT
9999 GOTO 8
10000 'Instructions
10010 MODE 1:PEN 0:PAPER 1 CLS:LOCATE 14
,1 PRINT"Instructions"
10020 LOCATE 14,2 PRINT"-----"
10030 PRINT PRINT"Once upon a time in th
e city of London ascertain female politic
ian who will remain unnamed, became

```

```

Prime Minister of jolly old England.
10040 PRINT"Suddenly jolly old England b
ecame not sojolly as the # went down aga
inst the #.
10050 PRINT"As this happened the People
of England became bankrupt and started
committing suicide."
10060 PRINT PRINT"You Guide Fred & Bill
the tax collectors left & right with your
joystick to try to bounce the people u
p to SUPER BAILIFF at the top of the scre
en."
10070 PRINT"If you do this you get the t
ax the Person owes you if you don't
before the # reaches 0 then you lose a
life."
10080 PRINT PRINT PRINT PRINT" Pr
ess a key to start"
10090 C$=INKEY$ IF C$="" THEN 10090
10100 RETURN

```

# LOW LEVEL

• CBM 64

Test your flying skills as you fly close to the ground to avoid enemy radar, miss buildings and dodge the hostile planes the they swoop down from the sky.

You don't have any weapons system but you do have large fuel reserves. But are you up to facing this ordeal?

Words inside quote brackets are

converted Commodore graphic symbols. For instance [CLEAR] means press SHIFT and CLR/HOME key.

The ^ symbol, which appears in a number of lines, is the up-arrow ↑ (just to the left of the restore key).

• Ian Brown

```

10 POKE18D25,D:POKE18026,1:POKE18D2D,0
12 REM ** ENABLE ALL 8 SPRITES **
13 V=53248:POKEV+21,255
15 REM ** SET ALL SPRITES TO MULTICOLOUR MODE **
16 POKEV+28,255
17 REM ** COLOUR ALL SPRITES **
18 POKEV+37,D:REM MULTICOLOUR 1
19 POKEV+38,12:REM MULTICOLOUR 2
20 POKEV+39,15:POKEV+46,15:POKEV+45,15:REM COLOUR SPRITES D,6,7 LIGHT GREY
21 POKE53280,6:POKE53281,6:REM *** BACKGROUND AND BORDER BLUE ***
22 PRINT"[CLEAR][WHITE]LOW LEVEL WAS WRITTEN BY IAN BROWN."
23 PRINT"GRAPHICS BEING DEFINED AND MACHINE CODE BEING ENTERED, [RIGHT]PLEASE WAI
T..."
24 REM ** DISABLE I/O AND KEYBOARD SCAN **
26 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
28 REM ** COPY FIRST 63 CHARACTERS FROM ROM **
32 FORI=DT063:FORJ=DT07:POKE12288+I*8+J,PEEK(53248+I*8+J):NEXTJ:NEXTI
30 REM ** ENABLE I/O AND KEYBOARD SCAN **
34 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
36 REM ** COPY IN PROGRAMMABLE CHARACTERS FROM DATA STATEMENTS **
38 FORI=1TO13:READCHAR:FORJ=DT07:READNO:POKE12288+CHAR*8+J,NO:NEXTJ:NEXTI
39 REM ** CLEAR MEMORY FOR THE SPRITES **
40 FORX=DT0129:POKE832+X,D:NEXTX
41 REM ** COPY IN PLANE CONTROLLED BY PLAYER FROM DATA STATEMENTS **
42 FORX=OT034:READQ:POKE832+X,Q:NEXTX
43 REM ** COPY IN ENEMY PLANE FROM DATA **
44 FORX=DT034:READQ:POKE896+X,Q:NEXTX
59 REM *** SET CHAR MEMORY POINTER TO MEM. 12288 ***

```







# LOW LEVEL

1020 DATA 65.80,0.144,84.0.165  
 1021 DATA 85.80,170.170,144.170,170  
 1022 DATA 169.170,85.170,170,85,170  
 1023 DATA 85.85,85.1,84.0,1  
 1024 DATA 80.0,1.64,0,0,0  
 1029 REM \*\* DATA FOR ENEMY PLANES \*\*  
 1030 DATA 0.5.65.0.21.7.5  
 1031 DATA 85.95,23.255,255,127.255  
 1032 DATA 255,255,85,255,255,85,255  
 1033 DATA 85.85,85.0,21.64,0  
 1034 DATA 5.64,0,1.64,0,0  
 1039 REM \*\* DATA FOR M/C SCROLLING ROUTINE \*\*  
 1040 DATA 173.144,5.141,80.70,173.184,5,141  
 1041 DATA 81.70,173,224,5,141,82,70,173,8  
 1042 DATA 6,141,83,70,173,48,6,141,84,70  
 1043 DATA 162.1,189,144,5,157,143,5,189,184  
 1044 DATA 5,157,183,5,189,224,5,157,223,5  
 1045 DATA 189,8,6,157,7,6,189,48,6,157  
 1046 DATA 47,6,232,224,40,208,221,173,80,70  
 1047 DATA 141,183,5,173,81,70,141,223,5,173  
 1048 DATA 82,70,141,7,6,173,83,70,141,47  
 1049 DATA 6,173,84,70,141,87,6,96  
 1050 REM \*\* DATA FOR M/C ROUTINE MOVING ENEMY PLANE 1 \*\*  
 1051 DATA 206,2,208,173,2,208,201,0,208,38  
 1052 DATA 173,16,208,41,2,201,2,208,16,173  
 1053 DATA 16,208,41,253,141,16,208,169,255,141  
 1054 DATA 2,208,76,164,64,173,16,208,9,2  
 1055 DATA 141,16,208,169,100,141,2,208,96,96  
 1059 REM \*\* DATA FOR M/C ROUTINE MOVING ENEMY PLANE 2 \*\*  
 1060 DATA 206,4,208,173,4,208,201,0,208,38  
 1061 DATA 173,16,208,41,4,201,4,208,16,173  
 1062 DATA 16,208,41,251,141,16,208,169,255,141  
 1063 DATA 4,208,76,8,69,173,16,208,9,4  
 1064 DATA 141,16,208,169,150,141,4,208,173,90  
 1065 DATA 70,201,0,208,17,206,5,208,173,5  
 1066 DATA 208,201,50,240,1,96,169,1,141,90  
 1067 DATA 70,96,238,5,208,173,5,208,201,120  
 1068 DATA 240,1,96,169,0,141,90,70,96,96  
 1069 REM \*\* DATA FOR M/C CONTROL ROUTINE WHICH CALLS ALL OTHER ROUTINES \*\*  
 1070 DATA 32,116,64,32,216,64,32,60,65,32  
 1071 DATA 160,65,32,4,66,238,100,70,32,204  
 1072 DATA 66,173,100,70,201,16,208,8,32,0  
 1073 DATA 64,169,0,141,100,70,96  
 1079 REM \*\* DATA FOR M/C FOR MOVING PLANE CONTROLLED BY PLAYER \*\*  
 1080 DATA 32,148,67,173,0,220,201,126,240,32  
 1081 DATA 201,125,240,44,201,119,240,44,201,123  
 1082 DATA 240,56,173,197,0,201,10,240,13,201  
 1083 DATA 12,240,25,201,36,240,25,201,39,240  
 1084 DATA 37,96,206,1,208,173,1,208,201,49  
 1085 DATA 208,5,169,50,141,1,208,96,238,1  
 1086 DATA 208,96,238,0,208,173,0,208,201,61  
 1087 DATA 208,5,169,60,141,0,208,96,206,0  
 1088 DATA 208,173,0,208,201,49,208,245,169,50  
 1089 DATA 141,0,208,96  
 1099 REM \*\* DATA FOR M/C ROUTINE CHECKING FOR COLLISIONS \*\*  
 1100 DATA 173,31,208,41,1,201,1,240,10,173  
 1101 DATA 30,208,41,1,201,1,240,1,96,169  
 1102 DATA 0,141,100,70,141,106,70,96  
 1109 REM \*\* DATA FOR M/C ROUTINE MAKING PLANE ENGINE SOUND EFFECT \*\*  
 1110 DATA 169,0,141,4,212,169,55,141,6,212  
 1111 DATA 169,4,141,24,212,169,150,141,5,212  
 1112 DATA 169,6,141,1,212,169,200,141,0,212  
 1113 DATA 169,33,141,4,212,76,48,67

READY.

# SEND US YOUR GAMES!



Have you written a games program that you'd like to see printed within C&VG? You have? Then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We pay £25 for each listing we print — so get your game to us today!

We'd also like you to send us a photograph of yourself — it doesn't matter how silly you look — so we can feature you smiling face alongside your listing and make you REALLY famous. Money and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself! We're afraid that we can't return your tapes to you.

Talking of tapes — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer.

Lots of our readers have been asking just what happens to their games when they arrive at C&VG. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our "to be

published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

And starting here and now you could become C&VG's Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

Program name: \_\_\_\_\_

Machine make: \_\_\_\_\_

Model: \_\_\_\_\_

Other models it should run on: \_\_\_\_\_

Number of K needed to run it: \_\_\_\_\_

Other equipment (joysticks, Extended Basic, add ons etc) needed to run it: \_\_\_\_\_

Author's Christian name: \_\_\_\_\_

Surname: \_\_\_\_\_

Address: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Tel: \_\_\_\_\_

Date: \_\_\_\_\_

Type of game: (If original please say so) \_\_\_\_\_

Loading instructions \_\_\_\_\_

Game instructions: (If not included in the listing) \_\_\_\_\_

Office use only

Date received: \_\_\_\_\_

Evaluator's comments

Acknowledgement sent: \_\_\_\_\_

Good enough to publish

Name of evaluator: \_\_\_\_\_

Needs some tidying up

Date sent out: \_\_\_\_\_

Not worth publishing

Date due back: \_\_\_\_\_

Needs to be returned to author for alterations: \_\_\_\_\_

Once sent.

Same game already published on this micro

Due to be published in issue of magazine: \_\_\_\_\_

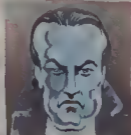
Wouldn't load



C+  
VG

Each and every one of these listings has been tested by our reviewers and checked by the Bug Hunters at IDEAS CORP's Program Research HQ. But if you have problems with the listings in this Baak of Gome don't forget that the Bug Hunters can be cantedoed an 01-251-6222 every TUESDAY. Big Red, Otiss, X and B-Con will be waiting to deal with your colls in their own particular style. And remember IDEAS CORP ore always on the laak out for wonderful new listings far all the major micros. So if you have o gome you reckon con pass the Bug Hunter's tough tests then why not send it to C+VG? You'll find the special software form inside this book. Plenty of credits ga to the best games ...

WARNING  
HAVE YOU SEEN  
THIS MAN



HIGHLY DANGEROUS  
WANTED FOR  
TREACHERY